DoubleJump BOOKS
Mana Khemia 2™
~ Fall of Alchemy ~
The Official Strategy Guide
NIS America

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Made n the USA

A DoubleJump Guide

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> Introduction <

Classes too tough? Monsters too strong? You've come to the right place. In this guide, you'll find tips and strategies for both main characters, Raze and Ulrika, as well as comprehensive walk through of every job and side quest. Life at Al-Revis academy can be difficult, but with a little luck, perseverance, and some help from your friends, you'll be able to slay dragons---which is great, because there's certainly a lot of them running around!

As *Mana Khemia 2* is (quite obviously) a sequel, those of you who have played previous Atelier games are in for a treat---there's more than a few returning characters and cameos. Familiar mechanics have been vastly improved and updated, giving you a whole host of new offensive and defensive options; be sure to try out everything, because the monsters themselves have a few tricks up their sleeves.

If this is your first Atelier game, don't worry. Al-Revis is a really exciting place, and there'll be a lot to do; classes taught by strange teachers, homework involving dangerous potions, and some colorful characters to round out your workshop.

The guide is divided into several sections; first, there's the BIOS section, where you can check out some of the people you'll meet in the world of Mana Khemia. Next is the BASICS sections, which deals with the major functions of the game; how to get into fights, what to do to survive, tips on making armor and equipment, and that sort of thing. There, you'll also find detailed information on each character's Grow Book, which is the power advancement track for Mana Khemia 2.

After that we have the WALKTHROUGH proper; Raze's section of the game is listed first, with Ulrika second. This order is how we imagine most people will play the game, but if you would like to play as Ulrika first, feel free to skip to her walkthrough. Also included in the WALKTHROUGH section is guide on the various Character Quests you'll be able to do during regular play.

The ADVANCED section covers the various Jobs you can accept, as well as tips for Hard Mode and the New Game+ extras, which are available once you complete the normal game mode. Lastly, we've included all sorts of tables that detail the stats for all the enemies, items, and equipment you'll encounter.

Now go out there and ace some schoolwork!

Razeluxe Meitzen

Raze is straightforward, reserved, and occasionally rude. Orphaned since he was a little boy, he grew up with his grandfather, before being taken in by the wealthy Valendorf family. Though he's suspicious of Mana, his skills as a swordsman are incredible. He enrolled at Al-Revis as more of a guardian to the heiress of the Valendorf family rather than any personal inclinations towards alchemy.

Ulrika Mulberry

Energetic, short-tempered, and incredibly optimistic, Ulrika has always had a fascination with Mana—and rightly so, as she's been trying to hatch one from an egg for over ten years! She hopes that training to be an alchemist will finally realize her dreams of owning her own Mana.

Lilianne Valendorf

She's the heiress of the wealthy Valendorf family. Attended on by her personal maid Mana, Whim, and her devoted(?) servant, Raze, she enters Al-Revis academy to carry on her family name. She's prone to wild fantasies, and really enjoys sweets—maybe a little too much of both, in fact.

Yun

A fire Mana that will take any job—for the right price, of course. He talks very little, and is loathe to do anything that won't pay up. He seems to be at Al-Revis only to make money, which seems very odd; why does a Mana need money?

Whim

A water Mana that acts a maid to the Valendorf family. She's somewhat bubble-headed, but at least she's loyal—if somewhat incompetent. She faithfully serves as Lily's guardian in combat, and likes to tease her—but she tends to go too far, and gets punished regularly.

Etward Dysler

She prefers to be called Et, and she's very energetic, and very strong—crazy strong! She tends to get very violent, though she's usually playful and well-meaning. She's enrolled in the Combat Department with Raze, but she's actually known Raze and Lily since childhood.

Ennarcia Dysler

Et's younger brother. He has an amazing gift for machinery, which is evident in the giant mechanical gauntlet that he uses as a weapon. He doesn't get along with Et very well, but she doesn't seem to notice—she's always kidnapping him into the worst situations. Things aren't that much better for him in Ulrika's workshop, either; won't people just leave him to work on his machines in peace?

Puniyo

Puniyo is a human that was raised by the three puni brothers. She thinks she's actually a puni, so the puni brothers have enrolled her in Al-Revis to help her learn how to be a human. She can understand human speech, but can only speak in puni, so one of her brothers has to translate.

Chloe Hartzog

Friends with Ulrika from a young age, she was roped into going to Al-Revis. She's very antisocial, and quite shy, but is actually kind of creepy and sort of mean. She's always trying out curses—, err, "incantations."

Pepperonino

He's supposed to be a fairy, but he's way too big. He prides himself on his incredible strength, and he's a fierce opponent in battle. He joins Ulrika's workshop to become a better fairy, but he's more like hired muscle—he's sort of the "secret weapon" for the workshop.

For some reason, he enjoys wearing an Animal Suit. He's very good with women, and some find him irresistible. He's very mysterious, and that's probably the appeal for the ladies—no one has ever seen his real face.

Tony Eisler

A teacher at Al-Revis academy, Toni has spent the last three years away from his home and his wife—and he's pretty irritable about it. Flay's instant promotion to VP has also rubbed him the wrong way, so he's always in a bad mood—and he usually takes it out on his students. Despite that, however, he's still very concerned about his class.

Flay used to be a student at Al-Revis academy himself, but now he's the Vice Principal, and in charge of the Combat Department. His status as Vice Principal is a point of contention with Toni, who he has been rivals with ever since their student days. He's a strong fighter, and his skill is 100 light years ahead of even the most advanced students.

Flay Gunnar

Zeppel Kriever

Zeppel hasn't grown much of a backbone since his time as a teacher, even though he's the Principal now. Al-Revis has been losing a lot of money, so he turned to the Chairwoman for funding—and to Flay to deal with the Chairwoman. Does he ever do anything on his own?

She's supported Al-Revis for a long time, acting as its Chairwoman and sponsor. Now, however, she's using the school as a source of profit—and Alchemy classes don't bring in any money. She cares nothing about the students, and wants to drop Alchemy from the curriculum.

Marta Schevesti

Reicher Wallach

A mysterious man who has been sighted around the school. His sword skills are some of the best the world has ever seen. For some reason, he's taken an interest in Raze, and given him a ring that makes his sword glow with power. What does he have planned for Raze?

A baby Mana that hatches from the egg Ulrika has been carrying around for the last 10 years. He can't say anything other than "uryu," and no one really knows what kind of mana he is. Hopefully, Ulrika will be able to train him into a proper Mana some day.

Uryu

Sasalina Shilly

A woman who is just as mysterious as the Reicher, the man she follows around. Other than Reich, no one can tell what she really wants, or what the two are scheming. Her archery skills are on the same level as Reicher's, too.

Section 1
Basics
(...or how not to die so fast.)

> Introduction <

Each character's story mode follows their own distinct set of choices and circumstances, but each story is ultimately only nine chapters long. Each chapter represents about half of a term at Al-Revis academy, with every third chapter representing some sort of holiday break. Furthermore, each term is divided into a week, which is the basic unit of time in the world of *Mana Khemia 2*. Each week is represented by one card on the Calendar. There are three different types of weeks: Events, Classes, and Free Time

Events are red-colored cards, and are often accompanied by some sort of decoration. Each chapter starts and ends with an event. Events run the gamut from simple story exposition to school festivals to arduous extra training exercises. Sometimes events are just scenes that reveal more about the story, and do not have any player input beyond scrolling through dialogue. Other times, events require you to visit certain areas of the school, or complete a particular objective.

These events do not end until you complete the objective, so feel free to waste time collecting materials or synthesizing better equipment; you aren't graded for punctuality, after all! However, some events, like Flay's death-camp training sessions, don't allow the player to leave the area, and some of them are even timed! We'll be sure to notify you of these exceptions during the main walkthrough.

Classes are purple-colored cards, and have a book symbol. They're also handily marked with the word "classes," in case there was any confusion. Free Time cards are green, and do not have any sort of decoration beyond the "Free Time" text.

> Classes <

Al-Revis has undergone a lot of changes since the last time you may have visited it, but at its core it is still a school for alchemists—even if those classes are in danger of being dropped. Whether you're playing as Raze and enrolled in the Combat Department, or Ulrika in the Alchemy Department, classes are still mostly the same.

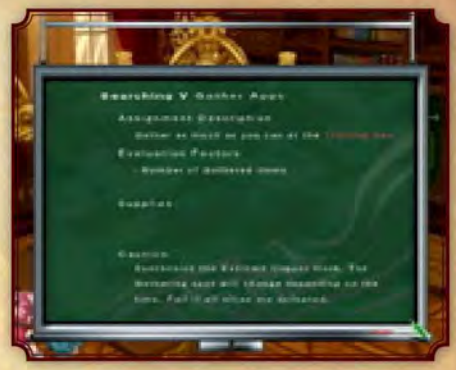
Each chapter, save for holiday breaks, the first four weeks are devoted to nothing but classes; during these weeks, you are required to sign up for a course and attend class. Classes have an assignment attached to them, which you must complete in order to get a grade for the course.

It's easy to sign up for classes. Simply head down to Student Affairs, and see the woman at the front desk. She'll show you a list of available classes, along with a very general description of each course. It is free to sign up for classes, but remember: courses marked as "required" have to be completed, and there are no exceptions. Early on, most every class will be required, but as you progress, you will be given a wider selection of classes to take.

After you sign up for a course, you will be whisked away to a classroom scene. The professor in charge of the course will give you a brief lecture, and then give the class an assignment. After you are told what the assignment is, you will be shown a grading rubric that will let you know roughly what you have to accomplish in order to score a satisfactory grade in the class, as well as how many units the grade is worth; usually, the rubric will also contain a helpful hint on how to achieve a higher grade in the class, though sometimes it is not very specific. Units are used to determine whether you get extra Free Time, or have to take more classes, so it's a good idea to pay attention and try for all A's.

Each assignment is different, but will have you completing some kind of a quest. The very early

courses are designed to familiarize you with the basics of alchemy: combat, fishing, gathering, synthesis, etc. Later on, the assignments will become tougher, and will require you to enter areas that are more dangerous.



Once you finish the assignment, you can turn in your proof to either the instructor or to Student Affairs. The instructor will let you know beforehand, and if you forget you can also consult your Memo.

For some classes, you may be required to make an item or complete a task before you even attend the lecture. Usually, these tasks require you to synthesize an item at a specific ether level, or to derive a new item. These assignments do not have a time limit, so do not feel pressured if you are missing some ingredients. It is perfectly acceptable to take some time to gather your materials.

After you turn in the assignment, you will be graded on your performance. A grade of A will net you five units; a B, three units; a C, two units; and an F will net you zero units. At the end of your class section of the current term, all your units will be tallied up.

Once you've gained the required number of units, the your remaining class weeks will change to Free Time; this means that if you ace your first two classes with an A, you'll have four weeks of Free Time during a chapter—and that's very valuable. If you do poorly, on the other hand, you'll have to suffer through additional weeks of classes, which means you might miss out on Jobs, Character Quests, and the Bazaar—and that will make your play through much more difficult overall.

Class weeks do not end until you turn in your assignment and receive a grade. Feel free to take some time to synthesize any equipment you think you'll need before you head off to class. After you finish the assignment, it might also be a worthwhile idea to stop by your workshop and see if you gained any materials during the assignment that you can use to unlock more items. As long as you don't turn in your assignment, you have an unlimited amount of time to play around.

However, be aware that some classes are timed, or require you to do a specific set of actions before you can leave the field; in that case, if you are K.O.ed or otherwise leave early, you'll fail the assignment for skipping out. Be sure to read the class notes carefully in order to avoid these sorts of complications.

> Free Time <

After all the class weeks for the chapter are over, you'll move into Free Time weeks. Free Time is exactly as it sounds; you can spend it any way you would like.

Since you don't have any pressing deadlines, it's a good idea to explore new areas and look for any items you may have missed; you might find a chest or two with a recipe you've been needing. You should also consider spending some time gathering materials; sometimes, the best way to mine rare metals or find exotic fish is to do it yourself. Free Time weeks can sometimes precede an important Boss battle, so doing a little extra prep work never hurts.

There are three options exclusive to Free Time weeks: Jobs, Character Quests, and even the Bazaar later in the game. Sometimes, however, you end up with Free Time weeks you can't do anything with, usually because you've already completed all the available Character Quests. In that case, you should probably just spend the entire week in the Bazaar; generally, Winter Break usually turns out like this.

Jobs are mini-quests that appear on the bulletin board in Student Affairs. The list of Jobs available changes every term, so if you miss a Job or just don't complete it, it won't be available in the next chapter.

There are two types of Jobs: "Bounty Head" and "Bring Me!"

Bounty Head jobs require you to find a particular monster and bring it to justice. The monster is marked on your map with a coin symbol, and is easily distinguishable from other monsters; it looks much larger and more imposing, and it won't move around. If you've had to fight a specific monster for a class before, you'll recognize the special symbol.

The rewards for Bounty Head Jobs vary, but they usually include a bunch of cole, plus all the AP you gain from defeating a mini-boss. If you complete every Bounty Head you come across, you should be swimming in extra AP; in general, this saves you from having to fight a ton of battles to power up your characters. Another nice thing about Bounty Head monsters is that they tend to drop item recipes when defeated.

In general, there are only two types of Bounty Head fights; normal fights, and Chain Battles. The normal Bounty Head monsters just consist of the Bounty Head monster, and possibly his allies; it's very straightforward, sort of like a mini-boss fight. Chain Battles, however, consist of multiple waves of enemies, with the last wave containing the Boss monster. They tend to have weaker monsters overall, as compared to a normal Bounty Head job, but the sheer number of enemies can but a strain on your resources. These fights are good ways to test out your skills, and measure your power level in preparation for the boss fight at the end of the chapter.

You should at least defeat all the Bounty Head monsters so that you can keep a current supply of recipes. On successive runs through the game, or if you don't need any extra AP, you can skip the jobs that you know won't offer recipes.

Bring Me! Jobs are much more straightforward. Generally, they involve taking an item to an NPC and trading it straight across for cash. If you need some extra cole during your Free Time, these quests aren't all that difficult or time-consuming to complete. Regardless of what type of Job you decide to do, completing a Job doesn't end your Free Time week. Feel free to do as many as you would like!

Another you can do during Free Time is spend time with the people in your workshop. Simply head over to your workshop and check the Task Board. If a character has written a note next to her name, you'll be able to spend a Free Time week engaging in a character quest. You'll be treated to scene that reveals more about that character's personality, and the character will grow closer to the main character by the end of the scene. Often times the character needs you to do something for them, and you'll have to complete a mini-quest; the quests are something similar to class assignments, only with story attached.

It's worth noting that Character Quests usually have prerequisites. These are mini-scenes that take place when you visit certain areas important to a specific character. They are spread throughout the game, so in general you won't be able to complete more than one Character Quest for a given character each chapter. An easy way to make sure you've seen all the available scenes is to visit every area on campus once, at the start of your Free Time weeks. That way, you'll be sure you won't miss any prerequisite scenes before you start doing your Character Quests.

Completing a Character Quest usually doesn't have any immediate benefits, and will end your Free Time week. However, each character has a personal ending to the game that can only be earned by completing her entire string of quests. You can only earn one ending per play through, but there is also an ending for not completing any Character Quest strings. You should spend your Free Time doing character quests to delve more into story.

> The Bazaar <

The Last thing you can do during Free Time is open a Bazaar, after you've been given a Bazaar Pass. The Bazaar is accessible at the back counter of the Student Store, but only during Free Time weeks. Opening a Bazaar will use up an entire week, so make sure that there isn't any Jobs or Character Quests you want to do.

The Bazaar is an interesting system. Its explicit function, according to the game, is to sell your excess items for cash—but, in reality, the Bazaar really falls short here; you hardly ever get much money at all (unless you go around overcharging people and ruining your cred). What it actually does, and the game has a note about this, is makes synthesized items available in the campus stores. This is actually a lot more useful than it sounds—some items require rare ingredients, and having to make a lot of them is a real pain; moreover, the shops sell very little items as it is, so being able to increase their inventory is a definite plus.

To use the Bazaar, you need to select up to ten synthesized items (sorry, you can't sell ingredients) that you want to sell for the week. You need to actually have one of these in your inventory—you can't very well sell something you don't have! After you've made an inventory for your Bazaar, you'll also need to choose someone to run the Bazaar for you. Choosing the right person for how you want to run your Bazaar is essential; if you pick someone stiff, you're more likely to end up overcharging—you'll get a lot more money, but it'll ruin your reputation. Similarly, if you pick someone that

can barely watch the store, like Puniyo, you might end up giving your inventory away for free! That goes a long way to boosting your rep, but you won't get any money out of it.

Once you've picked your character, you'll start the Bazaar mini-game. Customers will come by to buy things they like from your inventory. Each customer has his own preference, and if your store happens to have a lot of the things he likes, he'll buy more—otherwise, he'll only choose one or two items. Now, you'll need to press [X] to select how your character will deal with the customer. Watch the speech bubble, and react quickly to select your desired result.

- Selecting the Coin symbol will charge the customer the normal price. Your reputation will go up a very small amount.
- Selecting the Bargain Sale option will charge the customer a reduced price. You won't get as much cole for your items, but your shop reputation will increase more noticeably.
- Selecting the Overcharged option will charge the customer a great deal more than the item is worth. You'll get a lot of cole, but your shop reputation will fall sharply.
- Selecting the Free icon (it looks like a box full of stars) will, of course, give the items away for free. You won't get any cole at all, but it will raise your reputation by a comparatively large amount.

Generally, the higher your reputation, the more customers you will attract, and the better chance you'll have of your items being popular. Why do you need popular items?

Well, the stores will stock items that they think are popular. Generally, if someone buys an item from your Bazaar, the campus stores will increase their stock of that item by 10—which means that in subsequent weeks, you'll be able to buy up to 10 more of that item than you would have been able to before. Adding an item to Bazaar for multiple weeks can continue to raise the stock, all the way up to the cap of 99. If you use this for items that are a pain to get ingredients for, like the various colors of Steel, you'll be able to buy them into your stock, instead of having to sludge through another dungeon looking for those ingredients. This is especially useful early on in the game, when you are unable to access the rarer metals and plants.

Managing the Bazaar effectively can be somewhat difficult, but it works out to your advantage. Unless you're really hurting for cash, it's fine to give all your items away for free; you'll gain good reputation much faster that way, and have a wider variety of items to buy from the campus shops.

> Gathering Mini-Games <

New to the alchemy games this time around is how you gather materials. In previous titles, including the first *Mana Khemia*, you'd go around cutting grass, busting open boxes, and generally finding whatever was laying around. It made for somewhat yawn-worthy button-pressing your ninth time through an area, so *Mana-Khemia 2* replaced all that with a more interactive approach—and made it quite a bit more efficient, too.

Instead of randomly gathering ingredients, now you get to play a mini-game when searching for materials. After a little bit of practice, you can rake in far more materials far faster, which means you can spend more time actually synthesizing equipment and exploring dungeons.

There's only really three mini-games, and you interact with them all very early in the game. Two are very easy to get the hang of, while the third becomes easier as you play through the game.

Plant Gathering

The plant gathering mini-game works on a similar level as the Alchemy; there's a wheel, and it spins, and you press [X] to stop the wheel on the item you want. It's fairly simple; you start with three reels, adding more as you progress through the game. Just watch for the picture of the item you're trying to get, and press [X] to stop the reels in order; if you don't care what you get and you just want some items, press [circle] to stop all the reels at once.

Usually, you collect around three of an item that you stop the reel on; so if you hit Taun twice and Eichola once, you'd get six of the former and three

of the latter. As an added bonus, if you stop all the reels on the same item, you'll get a bonus set of items for free—usually the rare item on the reel. The reels don't spin all that fast, though they take some getting used to. After a while, you'll be able to make Loupe items, which slow the speed of the reels, making it even easier.

Another neat addition is the new item called Plant Stimulant. If you use this item while in the field, all the nearby gathering mini-games will reset; so if you cleared out an area of plants, you can just use a Plant Stimulant instead of having to warp back to the school and then trek out to the gathering location again. Proper use of Plant Stimulants can make your gathering expeditions very efficient.

Ore Mining

Ore Mining works a little bit like the combat portion of the game. When you start the mini-game, you'll be shown a row of different ore, with each slot mapped to one of the face buttons. You have a few seconds to memorize all the buttons, and then press them in the correct order; for every one you get right, you'll successful mine another bit of ore.

However, this game is tricky for two reasons; if you press the wrong button, you'll "miss", and the game will end prematurely—you'll blow your shot at gathering the maximum amount of ore. Also, you're on a time limit. As you play the game, a little bar above the ore symbols will continue to fill up; if it reaches an ore before you press the matching button, you'll lose your chance to collect any more ore. To really master this game, you need to be quick at memorizing, and time your button presses well; too fast and the game won't register them; too slow, and you won't be able to collect anything anyway.

Later in the game, you'll gain access to a variety of Picks; each one you synthesize will let you "miss" one more time before the game ends—though if the timer catches up to you, you'll still lose. Another benefit is that some picks will let you access areas that were blocked before; for instance, the Power Pick will let you break down the rocks blocking your path in the Old Quarry.

Fishing

Fishing isn't necessarily new to the mini-game scene, but this particular mini-game is new to the series. The interface is somewhat confusing the first time you use it, but it makes a lot of sense once you get hang of it.

In the top left corner, you'll see the fishing bar. There's a few things you have to keep track of; in the top-leftmost area, you'll see a picture of whatever it is you're trying to catch at the moment. Just below and to the right of that is the place where the actual mini-game takes place; the color gradient ranges from blue, to green, to yellow, to red, and then back again. As you try to catch fish, a white line will scroll from the bottom right of the gradient to the top left; each area of the gradient represents a sort of "attack" against the fish's health—your goal is to deplete the fish's health in as few attacks as possible. Why? Because you're on a timer, of course!

Below and to the right of the targeting gradient is a timer. The red blocks slowly deplete as time goes by; it'll stand still when you aren't actually catching anything, but once something catches onto your hook it'll count down again. When it reaches the end, your fishing time is up.

Ideally, what you need to do is press [X] as the white line reaches the very middle of the gradient, right in the red zone—you'll score a Critical Hit, as it were, and do extra damage to the fish. The yellow zone is a normal hit for less damage, while the green zones are barely a scratch; the blue zone is a complete miss, and will do zero damage to the fish's health. Eventually, you'll be able to synthesize a variety of Hooks; they'll let you do more damage, as well as increasing the amount of time you have to fish.

Unlike the other mini-games, however, there's the possibility of running into a monster. It takes a little practice to know when a monster is on the hook, because there aren't any real clues; generally, the white line will scroll slightly slower than average. Scoring any hit, however, will release the monster from the hook; as long as your first button press isn't in the blue "miss" zone, you usually won't even realize you've seen a monster until the game lets you know you let it go.

> Combat <

Many of you have come to *Mana Khemia 2* from the first *Mana Khemia*. If so, most of this will be old hat, with a few surprises. If you're new to the game series, however, don't worry; it's easy to get the hang of.

Anyway, combat in *Mana Khemia 2* is similar to its predecessor, *Mana Khemia*, a previous alchemy game, and this series of games are vastly different from many other RPGs. The first noticeable difference is the complete lack of random battles; if you're quick enough, you can actually avoid fighting any enemies altogether! Bosses are, of course, the exception.

Exploring

Getting into fights is a really simple matter; simply run into an enemy. From there, you'll be given a quick mini-game that works somewhat like Rock, Paper, Scissors; one of the face buttons will be shown on the screen. You have a limited amount of time to press the matching button on your controller; if you're successful, you'll enter the fight with the ability to go first, and a ready support row (more on that later). If you mess up and press the wrong button, or if you deliberately press the wrong button, you'll enter into combat with an unready support row, and you won't get the first-strike bonus—however, your faster characters may still get to act first.

Each group of monsters appears on the playing field, so there's nothing random about them, at least initially; the actual enemies you fight are selected randomly, but their placements are always the same. You can see them, they can see you, and sometimes neither of you are very happy about it. One neat thing about monsters in this game, however, is that you can roughly judge their strength before you even get in a fight. This is a very useful feature as it allows you to avoid fights you don't think you can win, or recklessly charge into a challenge, whichever sounds more heroic to you!

Blue enemies barely put up a fight. If the monster tile is a blue symbol, matching the correct button will automatically defeat it, without having to get into a fight. You won't get any AP this way, but the monster may still drop an item. If, for some reason, you want to fight these blue tiles, you'll need to purposely press the incorrect button. Generally, you should only stop to fight blue enemies if you want AP or cole, or if you're trying to gather a specific item; sometimes, it's good to fight weak enemies in order to turn them into treats.

Red enemies present a regular challenge. There will be only a few enemies in the battle, and they are roughly around the same level as your party. Sometimes, you can fight a large amount of enemies in a regular group, but no single monster will be especially tough.

Large red enemies are somewhat special, and indicate one of two things. If you fight a large red enemy, the battle will have a lot more monsters than usual, and many of them will be a lot stronger than regular red enemies. Large red monsters represent a significant challenge to the party, and you may want to avoid them if you're running low on resources. However, large red enemies are usually placed in front of chests or other useful areas, so you should judge for yourself whether or not they're worth the risk. Also, note that large red tiles will *always* be large red tiles, even if you vastly overpower the monsters in the area; if you run into the tile, you'll have to fight them no matter what, though usually it is just a token show of aggression.

During the day, monsters generally take their time and occasionally meander around the playing field, though some of them are still really fast. They aren't usually in the way, and it's possible to completely avoid them altogether. Each monster has a set patrol area, and they will generally ignore you when you aren't in their way. They can be quick, though, and will sometimes charge at you recklessly; once they notice you're around, they'll try their best to run into, and a lot of them will even jump up if you try to hop over them. If you're prepared, though, it's relatively easy to avoid fights. Practice is the key. At night, however, things start getting tricky.

As you spend time exploring, a clock in the top right corner of the screen will count down. As the hours progress, the day icon will slowly be replaced by a night icon as it gets later in the day. A notice in the bottom left portion of the screen will let you know how many hours have passed. Once nine hours go by, the day icon will have completely given way to the night icon, and your surroundings will get considerably darker, letting you know that it is now nighttime.

At night, the monsters become a lot more aggressive. They speed around at a much faster pace and actively try to run into you. Monsters gain a power boost during the night; expect the battles to be much tougher. Don't think the enemies you defeated easily during the day will be pushovers at night.

Battle

Once you actually get into a fight, the battles are pretty straightforward. The monsters are grouped up on the left, and your party is on the right. Battles are conducted in turns, until one side is eliminated. Only three of your characters can be on the field at any time, but you can fight up to double that number of enemies. It's unfair, but that's how life is at Al-Revis.

The two resources you have in combat are HP and SP. HP is a measure of how healthy your character is, and it will deplete as you take damage. SP is a measure of your magic power, and it is consumed when you use skills. A character is knocked out when his HP gauge is completely empty, and is unable to continue fighting. Characters can be revived using items or skills, but if your entire party is knocked out, you will lose the battle.

If you lose a fight, don't despair! Most of the time, you'll be whisked backed to the safety of the Al-Revis infirmary. Some battles, however, are important to the story; if you lose these battles, it'll be game over. Also, if you lose a battle during some classes, you'll also fail the class. For that reason, you should always make sure that you're properly healed up.

Time Wheel

One of the first things you should look at is the wheel in the top right corner. The wheel keeps track of the turn sequence, and is represented by a series of circles. Each character and enemy has his own symbol, with the currently highlighted symbol acting first, and continuing in a clockwise manner. Sounds easy, right?

Characters with a higher speed will start with their symbols placed closer to current turn selector. Also, the enemies will be at a slight disadvantage in placement if you matched the correct button to enter the battle. Each time a character takes an action, her symbol will move further back along the wheel, and the wheel will cycle through to the next symbol. Grey symbols are blank, and are just placeholders. However, each symbol represents a unit of time; as the battle progresses, these symbols tick off how much time the battle has taken. The day will progress during fights if you take long enough, and some classes grade on how long it takes you to complete a fight.

If you wipe out the enemy before it gets a chance to act more than one or two times, however, you'll earn a Fast Kill, and no time will be deducted from your search. Running away from a fight also consumes a set amount of time, which is roughly equal to one hour. If you run away from even just a few fights, you'll have cut your available search time down significantly. During Free Time this isn't such a big deal (assuming you don't mind running around at night), but for classes with time limits you'll definitely want to stay on your toes.

One of the neat things about the time wheel is that you can see exactly how your actions will affect your character in the lineup. You'll notice that some actions are quicker than others, and you can see just how long you have to wait before the character acts again. Another important piece of information is that the symbols will let you know which enemy will act next. This is vital to your success!

Most spells and skills in this game are instantaneous, but some skills and other effects will last more than one turn. In this case, you'll see copies of the card in the lineup, and each time the turn counter cycles to this card it'll take effect. Examples of Time skills includes Et's Swallowing Chakram; enemies also have skills that last more than one turn, so beware of those attacks too!

One of the cooler abilities your characters will gain access to are Quick and Hasted actions. These actions greatly reduce the lag between turns, and theoretically double the power of your offense!

Quick actions halve the time spent waiting for the next turn. For instance, if your attack normally has a lag of six symbols, if you receive a Quick effect on the action, you'll only have to wait around three symbols until you can act again. Quick actions are generally attached to another word, such as Item Quick. In this case, your character takes half the time to use items than normal. Characters with the Quick trait, however, have a chance to halve the delay of *any* action.

Hasted actions work in a similar manner, except that a Hasted action doesn't take up a character's card; that is, the character gets to act again immediately following a Hasted action. These are very powerful abilities, and if you use them properly you can burn through enemies like there's no tomorrow. Be careful, though; some enemies also gain access to Hasted actions, which can leave you at a terrible disadvantage if you are unprepared for them. Take note of enemies that use Hasted actions against you, and exercise extra caution when dealing with them. Also, note that for the purposes of calculating lock-on damage, Hasted actions count each time the character takes an action; so if you get three hasted actions back-to-back, and have the lock-on status, you'll take damage three times. More on this later in this section.

Actions in Battle

There are several basic actions you can take on your turn: Attack, Skill, Item, Defense, Skill, and Flee.

When you select Attack, your character will attack the chosen enemy with whatever weapon they have equipped. When you start out your character will only be able to make one attack, but as you unlock items in the Grow Book and equip more powerful weapons, the character will be able to Hit more times per attack. Hits don't do much noticeable extra damage in and of themselves, but they raise the Unite gauge faster, and each Hit is subject to its own critical hit damage multiplier on stunned enemies. The game also calculates stun, critical, poison, daze, Fatal Blow, and other chances per hit, so the more hits you have, the better your chances of stunning or poisoning or doing whatever to the enemy. You can read more about the Unite gauge and Stunning in just a little bit.

Skills work in a similar manner to attacks, but include a whole host of useful effects. Both unique character skills appear in this list, as well as "common skills." Common skills are generic magic spells that can be given to any character, and are a property of the item they're built into. For more on common skills, see the Alchemy section.

Most skills are instantaneous, and they take place immediately; other skills take time to charge up (called "double-up"), and other skills ("Time" skills) have effects that last several turns. Special skills can be charged up over multiple turns, and when finally released will have a different—and usually more powerful—effect. Some skills can also target more than one enemy at a time. "Row" skills affect all the enemies in a line, while "Area" skills affect all the enemies within a set area.

Skills can also have useful properties beyond just dealing damage. Most of these are self-explanatory, and include a description on the skill itself, such as "easier to stun enemy." A few of them, however, are worth explaining. "Knock back" skills move the affected enemy symbols back several slots in addition to dealing damage. If you can't stun an enemy in time, using a skill with knock back is a good way to keep the attacker at bay.

"Double-up" skills have an activation time. Your character will perform some kind of charge animation, but the skill won't take effect until the next time her turn comes around. Many of the more powerful skills have activation times, so plan ahead when using these skills. If a character is stunned or knocked out before her next action, the skill won't take effect until they become unstunned.

"Time" skills last more than one turn, and include a number in their description. These skills last more than one turn, but act independently from the character. When you use the skill the first time, the character will spend his turn using the skill, but is free to do whatever he wants during his next turn. This means that you can change out characters using time skills, or stack up multiple copies of the same skill for automatic effects.

A good example is Et's Swallowing Chakram skill. Et will spend her first turn of this skill attacking, but afterwards she's free to do other things while the Chakram continues to do damage; she can even retreat to the support row, and the skill will continue to activate.

Some skills, however, are "Charge Skills." These skills can be powered up over multiple turns, and when they're finally released they have a much more powerful effect than normal. When you first use the skill, it will have a general effect; usually, a small amount of damage, and then your character will change to a charging animation. During this time, they'll continue to charge the skill, unless you switch them out with a support action, or they become unconscious—at that time, the skill will become worthless. Each time their turn comes up again, you'll have to options; continue charging, or activate.

If you continue to charge, you'll have to pay an additional SP cost, but the skill will be powered up some. If you select activate, your character will unleash their skill, and it will be modified by whatever enhancers you've given it.

A good example is Lily's Glacier skill. When you first use it, it does a small amount of ice damage; nothing to write home about. However, each successive turn, it will continue to do more ice damage; when you finally release the skill, it will be boosted by each turn you left it charging, and it can potentially deal a great deal of damage.

Each character has her own unique skills, many of which prove extremely useful in a fight. For more details on some of the better skills and their applications, see the Character Guides section.

Item is an easy action to understand. When you select this option, it will bring up a list of all combat-use items in your inventory. These includes offensive options, like bombs, defensive or curative options, like shields and heal jars, or even support items that buff your characters. Items don't take

as long to use as skills or attacks, and they also provide a lot of offensive options. Many bombs can be used to exploit elemental weaknesses in your enemies, and if you synthesize them at a specific ether level they also gain an area effect. Bombs are useful for filling the Unite gauge, which you can read about later on in this section.

The Defend option forces your character to take a defensive stance. Your character will be a little more resistant to damage, but will end her turn without getting to act. One thing you'll notice, however, is that when you select this option you also get to choose when your character stops guarding. This can be useful if you have a character whose turn has come up, but you don't want them to act until a few turns later, or after another character exploits a specific weakness.

For example, let's say you want Puniyo to use a healing skill after the enemy's next turn. Right now, everyone is at full health; if you used the skill now, you would only be wasting your time. Instead, if you have Puniyo defend, she'll act after the enemy whose turn is coming up next. That way, the enemy will do whatever damage he's going to, and then you're prepared to heal the wounded character.

On the other hand, let's say you've intentionally started fighting a bunch of weak Kobolds. You want Lily to turn them all into candy, but she isn't going to get three turns back-to-back. In this case, have your other characters defend the whole battle, while Lily mops up the gang of Kobolds. Problem solved! Knowing when to use the defend command can make your life a lot easier.

The Switch command is only available once you gain a Support row of characters. Using this command, you can swap out the currently active character for one in the Support row. This command is unavailable if you don't have a Support row, or if all the characters in the Support row are currently unavailable for use. More on the Support row is available later on in this section.

The last option you have in a fight is simply to Flee. Running away isn't always successful, but doesn't incur much of a delay. If you fail to run away the first time, just keep trying. There's nothing wrong with fleeing a battle you don't think you can win, or if you just don't want to waste time in a particular battle.

However, it isn't very heroic to run away from Boss fights, or battles that are important to the story. You won't be able to flee these fights, so don't even try.

Stunning Attacks

Every time an enemy takes damage, it also takes invisible "stun" damage. When an enemy takes enough stun damage, it becomes "stunned" and is unable to act. When the counter cycles through to its turn, it is pushed back one symbol, until the enemy is no longer stunned. It's easy to tell when an enemy is taking stun damage: the symbol tturns progressively more red. While the enemy is stunned, the symbol spins in a circle, and the enemy has stars circle around its head.

When an enemy is stunned, the next attack against it will automatically be a critical hit. Critical hits do more damage than normal, which is key to maximizing your offensive. By properly coordinating your offense, you can keep your enemies stunned and barrage them with critical hits. Once an enemy is attacked, however, it is no longer stunned; enemies can also break out of stun if enough time passes. Characters also recover from stun damage a little bit at a time every time their turn comes up. Remember! Your characters can also be stunned, so watch out for the enemy trying to pull this trick on you!

Weaknesses, Unite Mode, Intimate Strikes and Finishing Attacks

Most monsters are weak to a particular type of attack. When you exploit this weakness, the monster takes a lot more damage than from other types of attacks. Exploiting a monster's weakness also fills the Unite gauge faster. Later on in the game, however, more monsters will have resistances than they do weaknesses. We'll cover tactics on how to defeat those guys at the end of this section.

The Unite gauge is the meter in the top-left corner of the screen, handily marked "Unite." Each time you attack an enemy, the gauge fills up a little bit; when a character is knocked out, however, the gauge loses about one-third of the total amount. Each time your characters are hit, too, you lose a little bit of Unite gauge.

When the Unite gauge is full, your characters enter Unite mode. In this mode, the wait time between your actions decreases significantly, and you'll gain access to Intimate Strikes. This is the time to unleash hell on your enemies!

While you're in Unite mode, actions deplete the Unite gauge. It will fill up slightly by dealing damage and exploiting weaknesses, but eventually the gauge will run out entirely. When this happens, your characters will exit Unite mode. The more damage an attack does, the more of the gauge you regain when use it. In this case, it's probably best to use attacks that do enough damage to make up for their cost, such as it is.

An easy way to enter Unite mode is to find out what monsters are weak against using Raze's Analyze skill, or Chloe's World Book. Once a particular monster has been hit by this skill, you'll know what the monster is weak against. When trying to use a particular item or skill, if the monster is weak against that type of damage, "weak!" will be displayed above the monster you are targeting. This makes it easy to know whether your attacks will be effective.

Using items is an especially easy way to raise the Unite gauge. Bombs have elemental properties, and using one or two of the right kind will almost always net you a free Unite mode. Items are also quicker to use than skills or attacks. In general, you should try to use bombs to enter Unite mode, and then hammer away with your most powerful skills.

When you make equipment, whatever common skill you get as an ether effect will be available for use in battle. For instance, if you make a Winged Boots with the Plasma Ray common skill, the character equipping it will be able to use the Plasma Ray common skill from his skills menu. Using the proper elemental attacks is a good way to fill up the Unite gauge if you're trying to conserve items, or if you have a particularly powerful common skill you want to use.

Later on in the game, you'll also gain access to two different powerful moves while in Unite mode: Intimate Strikes, which are team attacks, and a powerful finishing move called the Finishing Strike. The Finishing Strike has its own meter by the regular Unite gauge, and can only be filled while in Unite mode.

Intimate Strikes are powerful attacks that make use of support row characters. You need at least two ready characters in the support row to use it, and you need to be in Unite mode. First, have your active character use an attack or skill as normal; then, have your first character use a support action by pressing [X]. Then, cycle to your next ready character, but this time press [triangle] to initiate an Intimate Strike. Intimate Strikes use up a good chunk of the Unite gauge, but they also deal a ton of damage, and have an elemental affinity with the character using it. Successfully executing an Intimate Strike will also allow you to follow up with a Finishing Strike, assuming the Finishing Strike gauge is full.

Once you enter Unite mode, using support actions will raise the Finishing Strike gauge. When the gauge is full, you have the option of triggering a Finishing Strike; you'll exit Unite mode after you use this skill, but it will do more damage than even an Intimate Strike. When you are in Unite mode, if your Finishing Gauge is full, a menu will pop up that asks if you want to execute a Finishing Strike or not; if you choose to use this powerful skill, you are allowed to select the Finishing Strike move from any of your current vanguard characters; essentially, the last character you used during an Intimate Strike, and anyone who was in combat before that. Each character has a unique finishing strike, so try to experiment with everyone; or, if you want to cut out the guess work, you can refer to the Characters section of the guide.

One thing you have to be wary of, however, is monsters that are resistant to elemental attacks. If you use an attack that a monster is strong against, it won't do much damage, *and* it won't do anything to fill your Unite gauge.

Another downside is that if you have a character whose damage type isn't effective against a particular monster, their Intimate Strikes and Finishing Strikes won't do much damage! That's a big waste of your most powerful attacks, so try to avoid those types of situations. Just like weaknesses, if a monster is strong against an attack you're about to use, "resist!" will appear above it.

As long as we're talking about damage types, we should explain that to you now. In addition to the elements, monsters can also be strong or weak against one of the two types of damage. Those types include Physical attacks, like Raze and Pepperoni use, which is marked with the symbol of a fist; the other type is Magical, which is used by characters like Lily and Chloe, and is marked with a staff symbol. In general, a character's basic attack is always the same as her damage type, and most of her skills (excluding common skills) will share the damage type as well. If you have an enemy that's resistant to Physical attacks, you should probably avoid using your Physical characters to deal with it. Mana like Yun and Whim, however, have elemental properties on their skills and support actions, so keep that in mind as well.

Monsters also have a species type, which comes into play later in the game. In the beginning, the species type of a monster will have very little effect. Once you unlock the Slayer skills, however, you'll notice a big change.

There are six species types in *Mana Khemia 2*: Puni, Beast, Dragon, Demon, Undead, and Mana. When you use a character that Slays a certain species type, the monster is automatically weak to that character—regardless of other resistances. That means if Raze, who is a Physical fighter that slays Mana, attacks a Mana who is normally resistant to Physical attacks, Raze will tear through the monster's resistance like it was a weakness. Neat! Note that this only applies to regular attacks, and not to skills. If Raze were to use a Physical skill against a Mana that resists Physical, he wouldn't bypass the monster's resistance.

Support and Position

After a chapter or two, you'll have more than three characters available in your party. This also unlocks your Support row, and a whole host of offensive and defensive capabilities!

Once you have more than three characters in your party, you'll have two rows available to you: the Vanguard row, and the Support row.

The Vanguard row consists of the characters actively engaged on the field of battle. These are the characters you will start fights with, and the only ones that have a direct effect on the battlefield. You can change who is in this lineup at any time outside of combat, but you don't have this luxury once you're in battle.

The Support row consists of characters than can be swapped in and out of combat under certain conditions. When a character is in the Support row, her symbol is placed in the bottom right corner, and starts a dark grey color. As turns go by, the symbol will slowly gain color, and you'll hear the character give a battle cry when the card is ready. Once this happens, you can use your support character in one of three ways.

The first thing you can do is use the Switch command to swap a character in the Vanguard row for your character in the Support row, who can then act immediately. This is useful if you need to change your battle formation to use a specific skill.

When a character attacks, however, you can also press the [X] button after the attack to have the character in the Support row do a tag-team style of attack, called a Support Action. This will swap the character in the Support row with the currently active character, and has the additional benefit of dealing a little extra damage. Some characters also have extra effects that are triggered when using Support Actions offensively, so exploit those when you can. You can cycle through your Support row by using the L1 and R1 buttons.

You can also use this Support Action defensively. When a character is about to be attacked, there is a small window where you can press [X] and swap one character for the other. This is a useful tactic to shield wounded characters, or to have your strongest characters take hits for your weaker party members. Some characters also gain additional benefits when using Support Actions defensively, so use this option wisely. Characters that use Support Actions defensively automatically reduce the damage by half, before other defensive abilities kick in.

Characters in the Support row slowly replenish their SP, and also their HP later on when you unlock certain skills in their respective Grow Books. It is a good idea to switch tired or wounded characters for fresh replacements as often as you need to. Characters in the support row gain AP normally, even if they don't actually participate in a fight.

If a character in the Vanguard row is knocked out, you can change him out for someone in the Support row; if your entire Vanguard row is knocked out at the same time, your entire Support row swaps places with the Vanguard. If both your Vanguard and Support rows are knocked out, you will lose the fight.

General Combat Strategy

Properly utilizing the support row and Unite mode is the key to being an effective fighting machine. You'll want to make sure that you outfit your characters with equipment that will enhance their skills, and know when to use those skills. You should check the Character Guide section to learn what powerful skill combinations your characters possess, like Et's No-hand Loop and Blind Moon combo, and then try out different attacks in battle.

You'll need to master when to use each characters' support actions, as these can really cut down the damage you take, as well as increase the damage you give out. Moreover, using support actions is the only way to raise the Finishing gauge, which is where your most powerful attacks lie. For that reason, you should always be analyzing new enemies you come across, so you can learn if they have any weaknesses that you'll be able to exploit. Elemental weaknesses and slayer skills are a quick and dirty way to raise the Unite gauge, and cause a fair amount of damage at the same time.

Also, try to understand the limits of your characters. If someone is low on health or SP, switch him out to the support row; he'll be replaced by a fresh character, and then he'll be able to rest up and be ready when you need him again. Likewise, consider giving characters that waste large chunks of SP at once a permanent spot in the support row; that way, they'll be constantly regaining SP, so they will be ready when you need their more powerful and costly skills.

> Alchemy <

Introduction

Alchemy is one of the fundamental systems in *Mana Khemia 2*. It is the process of taking items you collect, harvest, and buy, and synthesizing them into useful materials. As you gain access to increasingly exotic ingredients and rare recipes, the power of the materials you can make increases.

Naturally, Alchemy is where you will derive most of your power. You'll use Alchemy for all kinds of important things: making useful items, forging equipment, scoring well in some classes, unlocking skills in the Grow Book, and even completing Jobs!

Throughout the game, Alchemy should be your top priority. Your progress in Alchemy is limited not just to the ingredients you can find, but also to your list of recipes. Even if you have all the ingredients to make a given item, you won't be able to if you don't have the proper recipe! There are five ways to acquire new recipes: finding them in chests, buying them in shops, earning them from Bounty Head Jobs, getting ideas from your friends, or deriving the item yourself.

Acquiring New Recipes

Finding and buying recipes are the easiest methods, so you should always check shops at the beginning of each term, and fully explore every area available to you. Not only will this allow you to stock up on ingredients while you explore, but it will also make sure that you gain all the recipes locked away in chests. Likewise, you should do all the Bounty Head Jobs available, as they automatically unlock recipes upon completion.

Many of the recipes you acquire come from ideas from the characters in your workshop. Sometimes, when you are looking at the list of items you can synthesize, you'll see a lightbulb icon near a recipe; that means that one of your friends will have a idea related to the item. In order to unlock this new recipe, you'll need to make the item using the correct character; if you know the personalities of your characters, it should give you some hints as to who the correct character is. For instance, the Tiger Ears recipe comes from making Bunny Ears with Et, when the lightbulb icon is present; Et is always bugging you to make sexy, girly things, even though Raze is somewhat reluctant. If you don't have any clues, you can always just continue to re-make the item until you pick the right character; you might be wasting some ingredients, but you can always gather more, and it never hurts to have multiples of an item.

The last way to gain new recipes is through derivation. When you synthesize items, most of the time you are allowed to choose from a list of available ingredients. Sometimes, if you swap in the right ingredient, the main character will have an idea about a new recipe. It's worthwhile to try mixing in every ingredient available to you, so that you can gain recipes earlier. Since you don't actually have to complete the item (you will discover the new recipe as soon as you select the right ingredient), you should try this as often as possible. The game will let you know that derivations are possible by placing a star icon next to the name of the item, but it's possible to derive items without this indicator.

Synthesis

Your cauldron is located inside the Workshop, and that's where you'll do synthesis. Simply inspect the cauldron, and it'll bring up the synthesis menu. There are five kinds of items you can synthesize in the cauldron: combat use items, materials, weapons, armor, and accessories.

Combat use items include healing and curative items, bombs, and buffing items. Any of the items in this list can be used in battle, and are useful materials for other syntheses. Generally, you will want to synthesize these at a very high ether level (with a few exceptions; Thunder Rods and Lightning Rods are the most notable) in order to optimize their effectiveness in battle.

Tip: Item Stack Ether Levels

When you synthesize a particular item, all copies of that item in your inventory (including equipped items!) change to match the properties of the most recent copy synthesized. That means that if you have to make an item at an ether level that isn't optimal for a Job or class, you can always go back and change the ether level of the whole stack. This is especially useful as you progress in the game, when you can synthesize your earlier items to much higher ether levels than you were first able.

Materials are items that don't do anything by themselves, but are important for other syntheses. Unlocking material recipes can be much more important than other recipes, because one rare material can be used for a variety of other syntheses.

Ether Levels and Item Properties

The Ether Level of a synthesized item determines its Ether Effects, which in turn determine the way the item behaves when used in combat or equipped. When synthesizing an item, you have to pay attention to the number in the bottom-left corner; this is the Ether Level of an item. Ether Effects are only available in a specific range of numbers, so it is important to synthesize the exact number you need.

When you begin synthesis, you must first select your ingredients, and then which character you would like to use; the Ether Level of the ingredients you choose will determine the rate of incline when they're added to the synthesis, which will affect the Ether Level of the item you're trying to synthesize. If you're trying for a high Ether Level, it's best to use items with a high Ether Level; likewise, if you're trying for a very low Ether Level, use the items with the lowest Levels that you can.

When you begin synthesis, you can control the Ether Level by selecting the proper element on the Element Wheel. The Wheel is the spinning dial at the bottom of your screen. If you select an element that matches the element of the ingredient, the Ether Level will increase—or decrease—by the amount printed on the item; or, if you pick the anti-element, the Ether Level will change by the opposite amount printed on the card—it will increase instead of decrease, and vice versa. Any other element will have no reaction, and the blank symbol causes the Ether Level to increase or decrease by a random amount—or not at all.

Tip: Easy Ether Management

Are you tired of looking up which item has what element? An easy way to remember is to look at the background of the card during synthesis; its color will correspond with an element on the Element Wheel. Also, the card will have printed what bonus or penalty it will give when added to the synthesis.

The Element Wheel spins counter-clockwise, in this order: [earth icon] > [wind icon] > [null icon] > [fire icon] > [water icon]. The anti-element is the previous element in the sequence: [earth icon] is the anti-element of [wind icon], [wind icon] is the anti-element of [fire icon], and so on. Note: in this case, ignore the [null icon] for finding the next element in a series.

When you finish synthesizing the item, the Ether Level you end with will determine the item's Ether Effects. Most items have different Ether Effects depending on the Ether Level, so play around with it to get the desired quality; or, if you're looking for something in particular, check the Items section of your inventory; if you press [triangle] to change the page, it will conveniently list the ether effects you have so far discovered for whatever item you currently have highlighted.

Cooperative Synthesis

You'll quickly notice that, in our description up until now, we've left out the importance of choosing a workshop member to participate in synthesis; we apologize, as this is the most important part of item synthesis.

You have to select which character you want to use before you synthesize an item, and each character has a profound effect on how the item will turn out. Different characters cause the element wheel to behave in different ways; some have a bonus incline rate affinity with a particular element, making it easier to drastically change the ether levels with items of that element; some characters can cause the wheel to spin slower; and some characters are total wildcards that do weird things.

Moreover, each character learns skills to help you in synthesis. To use a cooperative skill, press the [square] button to bring up a list of currently available skills; you can only use each of the skills once during synthesis, so make sure you use it on an appropriate item. Using Et's Cyclone Girl skill, for instance, is worthless on a water element item—it only affects wind element items.

Mastering which character to use when is important, because you'll want to synthesize a variety of items at 100 ether level, to fully unlock your Grow Book—more on this in just a little bit. Generally, it's best to pick a character that affinity with the majority of items in a synthesis; for instance, if you're synthesizing something with a lot of water elements, you'll want to pick someone like Lily in order to influence the ether level to the extremes.

This is actually a very involved process, and choosing which character to use can be a daunting task. For that reason, we've included synthesis tips for each character in the Characters section, so that you'll be able to make wise choices when you use them.

Tip: Workshop Schedule and Bazaar

Are you tired of having to make stacks of certain items, or running out of ingredients to make a key material? That's where the Workshop Schedule comes in. This handy chart is posted on the wall in your workshop, and you can use it to divide the work among the other characters. Your workshop can help you gather materials, and if you have them synthesize items on their own time, they won't use any of your ingredients. This is helpful if you only have enough items to make, say, one Brilliant Stone, but need seven more to unlock Grow Book items.

Also, the Bazaar allows you to buy synthesized items from the campus stores. See the Bazaar entry in this section of the guide.

Preparatory Work

New to *Mana Khemia 2* is the preparatory work function. Essentially, if you try to synthesize an item that you don't have all the ingredients for, the game will attempt to allow you to synthesize the ingredient items first, so that you won't have to back out of the menu and track them down one-by-one. This is especially handy when you have a long train of preparatory items that need to be synthesized.

However, this only works for items that can be synthesized. If you're out of a normal ingredient, you'll just have to suck it up and go look for it yourself.

If you attempt to add an ingredient that you have the recipe for, *and have synthesized before*, yet currently have none of, the game will give you the option of trying to synthesize that first. Generally, you'll want to pick Mass Produce if the option is available, so you won't have to go through the entire synthesizing process for that item *and* the item you're trying to synthesize. Occasionally, you'll go through a long list of item trees, and you might even forget which item you were originally synthesizing; try not to lose heart, though, because this ends up being an invaluable shortcut in the long run.

Tip: Revolving Trees

Depending on how you synthesize your items, you might get locked in an infinite loop; for instance, you can use Blood Clay to make Magical Clay, and you can use Magical Clay to make Blood Clay. If you're out of both, the game will have you make Magical Clay, and then Blood Clay for the Magical Clay, and then Magical Clay for the Blood Clay for the Magical Clay, and so on until the end of time. To overcome this, you'll just have to bite the bullet and synthesize one of the items with different ingredients, and generally this means that one item will be at a lower quality than normal.

However, if you then Mass Produce this other item, you'll end up with a larger supply, so you can go through the infinite tree again and make both items back at their original, higher quality levels. Another way to overcome this infinite loop is to make sure you sell one or both of the items at the Bazaar; that way, you'll be able to buy them from one of the campus stores, and preclude the need to remake one at a lower quality with different items. Synthesis sure gets complicated sometimes …

Item Ether Effects

So you've made your items, and they have a bunch of different ether effects. So what? What do ether effects do for you, anyway?

The short answer is "everything useful." You see, ether effects have a direct effect on the item, and how that item behaves in the game world. Synthesizing an item with the ether effect Expensive, for instance, makes that item worth much more than normal when you sell it to a shop. Similarly, making a weapon with Sage's Knowledge will increase the power of your magic when you equip the item. Making a bomb item with Explosive will make it more powerful when you use it in combat.

So, naturally, you'll want to make items with ether effects that make them more useful. As we mentioned earlier, to see a list of which ether effects are available on an item, and at what ether level those effects are available, highlight the item from the Items menu, then press [triangle]. Also, if you press [square] when highlighting an item, the game will give you a short description of what the current ether effects on an item will do.

One of the keys to powering up your characters is to equip them with powerful gear, with powerful ether effects. Ether effects can do a lot of things; some ether effects will allow your characters to use a new Common Skill, while others will increase the power of your character's ATK stat, making them physically stronger.

One thing you should keep in mind, however, is that ether effects don't stack, and they overwrite. What this means is that if you have Sage's Knowledge on two different pieces of equipment, and you equip both to your character, you'll only gain the benefit of one Sage's Knowledge. Also, the effects overwrite; if you have an effect that boosts a character's water element damage by 5% and 10%, only the 10% boost will take effect—the 5% boost is wasted. The exceptions, however, are noted on the ether effects themselves; for instance, Not One Scratch has a note that it will stack with other defensive abilities.

Your characters can equip one weapon, one piece of armor, and two accessories. It's important to consider your entire equipment package when outfitting your characters; you want the widest assortment of ether effects possible, even if you're only trying to maximize one stat. You'll want to pick a variety of effects, or effects that state they'll stack with others of their type; otherwise, you'll just be wasting space, which means your characters won't be realizing their full potential.

> Grow Books <

The Grow Book is *the* source of power in Mana Khemia 2. The Grow Book is far more important than your equipment, level, or anything else; here you'll learn all your unique character skills, as well as upgrade your characters' stats. A character with an empty Grow Book is useless! Unlocking even one or two items in the Grow Book will vastly increase your power; generally, if you can't defeat a boss, it's because you haven't upgraded your Grow Book enough.

The Grow Book is basically just a collection of cards. Each card has three upgrades, either stat upgrades or new skills, that are purchasable using the AP gained from fights. When you unlock an item in the Grow Book, by synthesizing the related item on the card, you'll immediately gain access to the first two upgrades on that card. To unlock the third upgrade, you'll need to synthesize the item at 100 ether level. Also, note that you only have to synthesize it at 100 ether level once; after you've unlocked the card, you can remake the item at whatever ether level you feel like.

As you purchase more and more upgrades in your Grow Book, your percentage completion will increase. When you reach a certain percentage for a given character, you'll unlock a new title for that character. Titles are little upgrades that affect the game in some positive way; some titles make it easier to get good grades, others increase the money you get from fights, while still more can increase your chance to go first during fights. A character can only equip one title at a time, but these little perks can give you a nice edge when utilized properly.

> Raze <

Weapon
Hunter's Knife — Speed +5, Physical Attack +10, Physical Attack +2
Parrying Dagger — Learn Skill: Shadow of Light, Physical Attack +10, Physical Attack +2
Perfect Knight — Magic Defense +5, Magic Defense +10, Magic Attack +2
Whirlwind Knife — Learn Skill: Falling Leaves, Speed +5, Physical Attack +2
Puni Cutter — Physical Attack +10, Physical Defense +10, Physical Attack +2
Soul Cutter — Support Defense UP, Physical Attack +10, Magic Attack +2
Bandit Dagger — Support Attack UP, Physical Attack +20, Physical Attack +2
Mech Dagger — Learn Skill:Twin Caliber, Physical Defense +15, Magic Attack +2
Lucky Knife — Strengthen Skill: Photo Silhouette, Speed +5, Physical Attack +2
Element Sword — Slayer: Mana, Magic Attack +15, Physical Attack +2
Fang Stylet — Strengthen Skill: Falling Blades, Physical Attack +30, Physical Attack +2
Shadow End — Support Speed +, Magic Attack +20, Magic Attack +2
Jade CrysKnife — Learn Skill: Drive Caliber, Speed +12, Physical Attack +2
Twilight Blade — Physical Attack +20, Speed +8, Physical Attack +2
Hell Moonlight — Physical Attack +20, Magic Attack +20, Magic Attack +2
Armor
Male Uniform — Physical Defense +10, Magic Defense +15, Physical Defense +2
Iron Plate — Recovery Rate +, Magic Defense +5, Magic Defense +2
Eastern Uniform — Physical Defense +5, Physical Attack +10, Physical Defense +2
SC Uniform M — Support Speed +, Magic Attack +5, Magic Defense +2
Bronze Plate — Support Attack UP, Physical Defense +15, Physical Defense +2
Bone Mail — Recovery Rate +, Physical Defense +10, Magic Defense +2
Eastern White — Support Speed +, Physical Defense +10, Physical Defense +2
Van Guard — Counter, Physical Defense +20, Speed +1
Gangster — Recovery Rate +, Physical Attack +15, Speed +1
Undead Uniform — Synthesis UP, Physical Defense +25, Physical Defense +2
Crown Beast — Element: Dark, Physical Defense +30, Physical Defense +2
Gold Mail — Physical Defense +25, Magic Defense +25, Magic Defense +2
Sea Roar Armor — Magic Attack +25, Speed +5, Physical Defense +2
Primal Mail — Physical Defense +20, Magic Defense +30, Magic Defense +2
Moon Trench — Magic Defense +30, Physical Attack +2, Speed +1

Accessory
Wild Ring — HIT +1, Speed +5, Speed +1
Soil Ring — Magic Attack +10, Physical Attack +15, Speed +1
Flonne's Charm — Magic Defense +10, Physical Defense +15, Physical Defense +2
Ore Shield — HIT +1, Magic Defense +10, Physical Attack +2
Gnardi Ring — Magic Attack +20, Magic Defense +10, Physical Defense +2
Gravi Stone — HIT +1, Speed +5, Physical Defense +2
Magic Incense — Searching UP, Magic Defense +20, Physical Defense +2
Willpower Headband — Support Speed +, Magic Defense +20, Speed +1
Promised Ring — Speed +12, Magic Defense +25, Physical Defense _2
Cursed Ring — HIT +1, Support Defense UP, Magic Defense +2
Brave Symbol — Blessing of Light, Magic Defense +30, Speed +1
Alchemist's Hand — Magic Attack +20, Magic Attack +25, Speed +1
Item 1
Heal Jar — Physical Defense +10, Magic Attack +5, Physical Attack +2
Nicro Cloth — Magic Attack +10, Physical Attack 10, Physical Defense +2
Black Steel — Magic Dfense +10, Physical Defense +10, Physical Attack +2
Red Steel — Physical Attack +15, Magic Attack +15, Speed +1
Long Shaft — Magic Defense +15, Magic Attack +10, Magic Attack +2
Blue Steel — Physical Attack +10, Magic Attack +15, Physical Attack +2
Elumeluchiruchiru — Speed +5, Magic Defense +10, Physical Attack +2
Alchemy Steel — Physical Attack +20, Gathering UP, Speed +1
Cursed Paper — Magic Defense +20, Magic Attack +15, Magic Attack +2
Mysterious Ring — Physical Defense +15, Magic Defense +20, Magic Defense +2
Item 2
Coolster — Magic Attack 20, Speed +8, Physical Attack +2
Gold Shaft — Physical Attack +25, Physical Defense +20, Physical Defense +2
White Steel — Physical Attack +25, Physical Defense +30, Physical Attack +2
Altena Ingot — Magic Defense +30, Magic Attack +25, Speed +1
Platinum Cloth — Support Attack UP, Magic Attack +30, Physical Attack +2
Liquid Metal — Support Speed +, Physical Attack +25, Physical Attack +2
Forest Soup — Physical Defense +25, Physical Attack +30, Physical Attack +2

Classes

0% - Swordsman in Training: A title given to a beginning swordsman with potential to grow.
20% - Leading Swordsman: A title given to a swordsman who is always one step ahead of everyone. Increases the chance for first strike at the beginning of battle.
40% - Dark Road Swordsman: A title given to a swordsman that favors darkness over light. Slightly suppresses the power of nocturnal monsters.
60% - Alchemy Swordsman: A title given to a swordsman that is familiar with alchemy. Slightly increases all stats.
80% - Swordsman of Revival: A title given to a swordsman with a strong spirit and mind. HP and SP may rarely get fully restored at the end of a battle.
100% - Mana Slayer: A title given to a swordsman with power equaling Mana. Greatly increases all stats.
Cleared Save - Swordsman of Glory: Swordsman who glows. Strengthens the power of light element attacks.

> Lily <

Weapon
Maid Torque — Magic Attack +5, Physical Defense +10, Magic Attack +2
Spiked Collar — Magic Attack +5, Physical Attack +5, Magic Attack +2
Table Napkin — Learn Skill: Cold Sweets, Physical Defense +15, Magic Attack +2
Ragged Collar — Learn Skill: Rainy Spear, Magic Defense +15, Magic Attack +2
Pretty Ribbon — Support Attack UP, Speed +5, Magic Attack +2
Lacy Collar — Physical Defense +5, Speed +5, Magic Attack +2
Wet Scarf — Learn Skill: Glacier, Speed +5, Physical Attack +2
Runed Collar — Support Attack UP, Physical Attack +15, Speed +1
Glowing Amulet — Speed +5, Magic Attack +20, Speed +1
Blood Spike — Magic Defense +10, Physical Attack +15, Magic Attack +2
Magic Stone Collar — Slayer: Puni, Physical Attack +15, Magic Attack +2
Blizzard Lace — Magic Attack +15, Physical Attack +15, Magic Attack +2
Seele Necklace — Support Attack UP, Physical Defense +30, Magic Attack +2
Scarf of Darkness — Physical Defense +20, Physical Attack +30, Magic Attack +2
Southern Cross — Physical Attack +20, Magic Attack +20, Magic Attack +2
Armor
Female Uniform — Physical Defense +10, Magic Defense +10, Magic Defense +2
SC Uniform F — Recovery Rate +, Magic Attack +5, Speed +1
Armor Cloak — Support Speed +, Physical Defense +10, Magic Defense +2
Maid Costume — Learn Skill: Icicle Cannon, Magic Defense +5, Magic Defense +2
Maiden — Recovery Rate +, Magic Defense +15, Speed +1
Crystal Mail — Element: Water, Magic Defense +10, Magic Defense +2
Cat Ear Maid Dress — Support Speed +, Support Defense UP, Speed +1
Dancing Water Cape — Physical Defense +15, Magic Defense +10, Physical Defense +2
Legendary Chairman — Physical Defense +15, Magic Attack +15, Magic Defense +2
Fur Vest — Recovery Rate +, Speed +8, Magic Defense +2
Jewel Armor — Support Defense UP, Magic Defense +25, Speed +1
Gothic Dress — Blocking, Magic Defense +30, Physical Defense +5
Resist Clothes — Recovery Rate +, Magic Defense +25, Speed +1
Godly Chain Robe — Physical Defense +10, Magic Attack +5, Speed +1
Peacock Dress — Physical Defense +10, Magic Attack +5, Speed +1

Accessory
Ice Ring — HIT +1, Magic Attack +5, Magic Defense +2
Philosopher's Hand — Magic Defense +15, Magic Attack +15, Magic Defense +2
Jar of Genuk — Physical Attack +15, Speed +5, Speed +1
Aroma Bottle — HIT +1, Physical Attack +5, Magic Defense +2
Reflect Whistle — HIT +1, Synthesis UP, Magic Attack +2
Snow Storm Bracelet — Searching UP, Speed +5, Speed +1
Warm Knit — Gathering UP, Physical Defense +20, Magic Attack +2
Archangel Wings — HIT +1, Physical Attack +20, Magic Defense +2
Fallen Wing — Support Speed +, Speed +5, Magic Defense +2
Wake Crystal — Tea Break, Speed +12, Magic Attack +2
Crown of Thorns — Support Speed +, Magic Attack +25, Magic Attack +2
Gold Belt — Speed +5, Magic Defense +25, Magic Attack +2
Original Charm — Magic Attack +20, Physical Defense +10, Speed +1
Item 1
FSW — Speed +5, Magic Attack +10, Magic Defense +2
Green Soup — Physical Attack +5, Magic Defense +5, Magic Attack +2
Preservative — Magic Attack +15, Physical Attack +10, Magic Attack +2
Bomb Ice — Magic Attack +10, Magic Defense +20, Magic Defense +2
Grape Sorbet — Physical Defense +20, Physical Attack +20, Magic Defense +2
Black Liquid — Physical Attack +15, Magic Attack +10, Physical Defense +2
Veggie Fiber — Magic Attack +5, Physical Defense +10, Magic Defense +2
Glacier Crystal — Magic Attack +15, Physical Defense +20, Physical Attack +2
Poison Vase — Speed +5, Magic Attack +15, Speed +1
Divine Shield — Physical Defense +20, Magic Defense +20, Physical Attack +2
Item 2
Long Bomb Ice — Magic Attack +15, Magic Defense +15, Magic Defense +2
Frozen Gem — Magic Attack +15, Magic Defense +15, Magic Defense +2
Silver Cotton — Magic Attack +15, Physical Defense +25, Speed +1
Holy Crest Paper — Magic Attack +15, Physical Defense +25, Magic Defense +2
Misty Curtain — Magic Attack +15, Speed +5, Magic Defense +2
Super Pure Water — Magic Attack +25, Magic Defense +30, Physical Defense +2
Gold — Speed +8, Physical Defense +30, Magic Defense +2
Shining Grail — Physical Attack +10, Magic Defense +20, Physical Attack +2

Classes

0% - Alchemist in Training: A title given to beginning alchemists with potential to grow.
20% - Alconservationalist: A title given to an alchemist who is good at conserving. Slightly decreases the amount of consumed SP.
40% - Versed Alchemist: A title given to an alchemist with a wide range of knowledge in tools. Increase the effect of the items during battle.
60% - Alchemist in Love: A title given to an alchemist who is in love with love. Slightly increases all stats.
80% - Raging Alchemist: A title given to an alchemist who exudes an aura of anger. The monsters on the field will slightly lose the will to fight.
100% - Snowy White: A title given to an alchemist who has been blessed by the white holy spirit. Greatly increases all stats.
Completed Character Quests - Alchemist of Ice: An alchemist who has mastered the power of water and ice. Increases the power of water elemental attacks.

> Et <

Weapon
Battle Hoop — Physical Attack +5, Magic Attack +5, Physical Attack +2
Shuriken — Physical Attack +5, Magic Attack +5, Magic Attack +2
Razor Hoop — Learn Skill: Lock-on Arrow, Magic Defense +5, Speed +1
Jagged Hoop — Physical Attack +5, Physical Defense +10, Physical Attack +2
Grand Hoop — Support Attack UP, Magic Attack +10, Speed +1
Blink Circle — Physical Attack +5, Magic Attack +10, Magic Attack +2
Candy Hula — Learn Skill: Blink Moon, Physical Defense +15, Physical Attack +2
Ancient Coin — Learn Skill: Et Circle Waltz, Physical Defense +25, Speed +1
Twist Ring — Physical Attack +10, Magic Defense +10, Physical Attack +2
Shark Hoop — Learn Skill: No-Hand Loop, Physical Attack +10, Magic Attack +2
Glass Blade — Strengthen Skill: Twinkle Moon, Magic Attack +10, Physical Attack +2
Phantom Gear — Magic Attack +10, Physical Attack +30, Speed +1
Anti-Darkness Sun — Strengthen Skill: Et Circle Rondo, Physical Attack +30 Magic Attack +2
Prisma Disc — Support Attack UP, Magic Defense +25, Magic Attack +2
Dance-Linde Londe — Physical Attack +20, Magic Attack +15, Physical Attack +2
Armor
Cloth Coat — Physical Defense +10, Magic Defense +10, Physical Defense +2
Wood Plate — Recovery Rate +, Magic Defense +10, Magic Defense +2
Hard Leather — Support Speed +, Physical Defense +15, Physical Defense +2
Pumpkin Mail — Support Attack UP, Magic Defense +15, Physical Defense +2
Rock Scale — Support Defense UP, Speed +5, Magic Defense +2
Bad Girl — Support Speed +, Physical Attack +10, Magic Defense +2
Steel Coat — Recovery Rate +, Magic Defense +10, Magic Defense +2
Feather Flow — Speed +5, Magic Attack +30, Magic Defense +2
Gorgeous Leather — Support Speed +, Physical Defense +20, Magic Defense +5
Silver Thread Clothes — Support Defense UP, Physical Defense +25, Magic Defense +2
Opti Cloak — Element: Wind, Physical Defense +25, Speed +1
Chimera Skin — Slayer: Dragon, Physical Defense +25, Physical Attack +2
Pumpking Armor — Physical Defense +25, Magic Defense +30, Speed +1
Beast Leather — Physical Attack +20, Magic Defense +10, Physical Attack +2
Parade Star — Physical Defense +15, Speed +8, Magic Attack +2

Accessory
Rock Shield — HIT +1, Magic Defense +5, Magic Attack +2
Wind Ring — Magic Attack +10, Speed +5, Physical Attack +2
Megingjorz — Speed +5, Physical Attack +15, Speed +1
Gargol Plate — HIT +1, Physical Defense +15, Speed +1
Black Belt — Physical Defense +10, Speed +5, Speed +1
Nano Feather — HIT +1, Magic Defense +20, Physical Defense +2
Flying Fish Boots — Quick, Searching UP, Magic Defense +2
Quick Feet Shoes — HIT +1, Speed +8, Magic Attack +2
Prism Light — Recovery Rate +, Magic Defense +25, Magic Defense +2
Wheel of Time — High Speed Action, Magic Defense +25, Magic Defense +5
Quick Shifter — Speed +15, Magic Defense +20, Speed +1
Running Wheel — Speed +8, Magic Attack +10, Speed +1
Item 1
Salt — Physical Attack +10, Physical Defense +10, Speed +1
Blank Stew — Speed +5, Magic Defense +10, Speed +1
Hexametal — Physical Attack +10, Physical Attack +5, Speed +1
Le Merou Cog — Speed +5, Physical Attack +5, Physical Defense +2
Gearbox — Physical Defense +15, Physical Attack +15, Magic Defense +2
Lightning Rod — Magic Defense +15, Magic Attack +10, Speed +1
Metal Glass Sheet — Physical Attack +15, Magic Defense +10, Speed +1
Thunder Crystal — Magic Attack +10, Magic Defense +15, Speed +1
In Hell Spice — Gathering UP, Physical Attack +20, Physical Attack +2
Blood Ink — Synthesis UP, Physical Attack +20, Speed +2
Item 2
Eternal Turnkey — Speed +5, Physical Defense+20, Speed +1
Voidspark Pipe — Magic Attack +15, Magic Defense +25, Physical Defense +2
Thunder Rod — Physical Attack +20, Magic Attack +15, Speed +1
Auto Igniter — Physical Attack +20, Magic Attack +20, Physical Attack +2
Recycle Gear — Speed +14, Physical Defense +25, Physical Defense +2
Star Crystal — Recovery Rate +, Physical Attack +30, Magic Attack +2
Heavenly Juice — Support Speed +, Magic Attack +30, Physical Attack +2
Elixir — Speed +2, Speed +2, Speed +1

Classes

0% - Performer in Training: A title given to a Performer in training, but definitely has potential.
20% - Star Performer: A title given to a Performer who's great on stage. Increases the finish gauge upon activation of the Unite Gauge.
40% - Quick Performer: A title given to a Performer with light feet. Shortens the WT upon item use.
60% - Flying Girl: A title given to a Performer who has mastered acrobatics. Slightly increases all stats.
80% - Perflowmer: A title given to a Performer who masks the flow of time. Keeps the time from passing during the battle.
100% - Performer of Glory: A title given to a Performer who has been officially approved as a professional. Greatly increases all stats.
Character Quests Completed - Shiny Clown: A Performer that brings a smile to everyone. Greatly increase the initial value of the Unite Gauge.

> Yun <

Weapon
Flame Claw — Magic Attack +5, Physical Attack +5, Physical Attack +2
Beast Fang — Magic Defense +10, Magic Attack +5, Magic Attack +2
Blade Knuckle — Support Attack UP, Magic Defense +15, Physical Attack +2
Viny Glove — Learn Skill: Flaming Suit, Magic Attack 10, Physical Attack +2
Stinger — Learn Skill: Blasting Cloth, Physical Defense +5, Magic Attack +2
Metal Cutting Claw — Element: Fire, Physical Attack +10, Physical Attack +2
Poison Needle — Support Attack UP, Magic Attack +15, Magic Attack +2
Rising Claw — Learn Skill: Flame Bomb, Magic Defense +15, Physical Attack +2
Forbidden Claw — Slayer: Beast, Physical Attack +15, Physical Attack +2
Primal Claw — Strengthen Skill: Blazing Suit, Physical Defense +15, Magic Attack +2
Fiery Fist — Learn Skill: Flame Pillar, Speed +5, Physical Attack +2
Anti-Evil Qatura — Magic Attack +20, Physical Attack +15, Speed +1
Dragon Twister — Support Attack UP, Physical Attack +25, Magic Attack +2
Demon's Hand — Strengthen Skill: Speedy Flame Bomb, Magic Attack +20, Physical Attack +2
Calm-Tranquil — Physical Attack +20, Magic Attack +15, Magic Attack +2
Armor
Altered Uniform M — Physical Defense +20, Magic Defense +5, Speed +1
Leather Cuirass — Recovery Rate +, Magic Attack +5, Magic Defense +2
Fiery Fighting Suit — Support Speed +, Physical Attack +5, Speed +1
Drama Prince — Recovery Rate +, Magic Defense +20, Physical Defense +2
Full Custom — Support Defense UP, Magic Defense +10, Speed +1
Fiber Skin — Support Speed +, Magic Defense +10, Magic Defense +2
Running Shadow Vest — Last Stand, Speed +12, Speed +1
Flare Jacket — Recovery Rate +, Magic Defense +20, Magic Defense +2
Silver Cuirass — Support Defense UP, Physical Defense +25, Speed +1
Dragon BDU — Support Speed +, Speed +8, Magic Defense +2
King Style — Recovery Rate +, Magic Defense +25, Speed +1
Sun BDU — Magic Attack +15, Physical Defense +20, Magic Defense +2
Sea BDU — Physical Defense +30, Magic Defense +30, Physical Attack +2
Dragon Wing Cloth — Speed +5, Physical Defense +25, Magic Defense +2
Fiery Martial Suit — Speed +5, Physical Attack +5, Speed +1

Accessory
Flame Ring — Physical Attack +5, Magic Attack +5, Physical Attack +2
Metal Gauntlet — HIT +1, Physical Attack +5, Speed +1
Siren Boots — HIT +1, Physical Attack +15, Magic Attack +2
Ore Shield — Physical Defense +20, Magic Defense +10, Speed +1
Toad Mouth — HIT +1, Speed +8, Physical Defense +2
Scaly Gauntlet — Support Speed +, Searching UP, Speed +1
Wild Gloves — Synthesis UP, Speed +8, Physical Attack +2
Morning Lamp — Gathering UP, Magic Attack +15, Speed +1
Scorching Bracelet — HIT +1, Magic Defense +20, Physical Defense +2
Dragon Glove — Willpower at Pinch, Physical Attack +20, Speed +1
Forest Shoes — Physical Defense +25, Speed +8, Speed +1
Dragon Band — Physical Attack +20, Magic Attack +15, Physical Attack +2
Item 1
Zettel — Physical Attack +15, Magic Defense +15, Magic Attack +2
Flame — Magic Attack +10, Speed +5, Magic Defense +2
Ingot — Physical Defense +10, Magic Defense +5, Physical Attack +2
Pleather Cloth — Speed +5, Physical Defense +10, Magic Defense +2
Magic Ink — Physical Defense +5, Physical Attack +5, Physical Attack +2
Black Powder — Physical Attack +15, Physical Defense +20, Magic Attack +2
Uni Bomb — Speed +5, Magic Attack +10, Physical Attack +2
Blood Clay — Physical Attack +10, Physical Defense +15, Speed +1
Canone Crystal — Physical Attack +10, Magic Attack +15, Physical Attack +2
Ceramic Plate — Magic Attack +10, Physical Defense +10, Speed +1
Item 2
Plosion — Physical Attack +25, Magic Defense +20, Magic Attack +2
Dragon Breath — Physical Attack +20, Magic Attack +20, Magic Defense +2
Animal Fur — Physical Attack +25, Physical Defense +30, Physical Attack +2
Eye of Truth — Magic Attack +20, Magic Defense +20, Magic Defense +2,
Galilean Scope — Magic Defense +30, Physical Defense +30, Physical Attack +2
Tera Flame — Physical Attack 20, Magic Attack +20, Magic Attack +2
Clear Fiber — Physical Attack +30, Magic Defense +25, Physical Attack +2
Master's Ceramic — Speed +12, Magic Defense +15, Speed +1

Classes

0% - Hired Mana: A title given to a Mana hired by money. Will do anything if paid.
20% - Mercenary Mana: A title given to a reliable Hired Mana. Slightly increases the wage upon completion of a job.
40% - Saving Mana: A title given to a Mana who is good with money. Increase the amount of Cole gained at the end of the battle.
60% - Mercenary: A title given to a Mana who specializes in battles. Slightly increases all stats.
80% - Mana of Harmony: A title given to a Mana who focuses on harmonizing with the others. Slightly increases the initial value of the Unite Gauge.
100% - Mana Hero: A title given to a Mana that deserves to be called a hero. Greatly increases all stats.
Completed Character Quests - Mana of Flame: Mana that freely controls any kind of fire. Strengthens the power of fire elemental attacks.

> Puniyo <

Weapon
Talisman — Learn Skill: Puni Ball, Physical Defense +10, Magic Attack +2
Metal Sphere — Support Attack UP, Magic Defense +10, Magic Attack +2
Wooden Accessory — Magic Attack +5, Physical Attack +5, Magic Attack +2
White Sphere — Magic Attack +5, Physical Attack +10, Magic Attack +2
Cyan Crystal — Physical Defense +5, Physical Attack +5, Physical Attack +2
Phantom Orb — Learn Skill: Puni Healfull, Physical Attack +15, Physical Attack +2
Glass Charm — Support Attack UP, Physical Attack +15, Magic Attack +2
Silmaril — Learn Skill: Puni Barrier, Physical Attack +15, Physical Attack +2
Silver Egg — Strengthen Skill: Puni Cureheal, Speed +5, Magic Attack +2
Alectoria — Strengthen Skill: Puni Allheal, Magic Defense +15, Physical Attack +2
Rainbow Gem — Support Attack UP, Magic Defense +30, Speed +1
Millennium Orb — Learn Skill: Dropping Puni Puni, Magic Defense +30, Magic Attack +2
Fruit Gem — Physical Attack +20, Magic Attack +25, Physical Attack +2
Tie-Families — Speed +12, Physical Attack +25, Magic Attack +2
Hero's Stone — Magic Attack +5, Speed +5, Speed +1
Armor
Altered Uniform F — Recovery Rate +, Magic Attack +10, Physical Defense +5
Athletic Uniform — Support Speed +, Magic Defense +10, Physical Defense +2
Raven Cape — Recovery Rate +, Physical Attack +5, Physical Defense +2
Arabesque Stole — Support Speed +, Magic Attack +5, Magic Defense +2
Long Uniform — Recovery Rate +, Physical Defense +15, Physical Defense +2
Fairy Doll — Physical Defense +10, Magic Defense +10, Magic Defense +2
Kobold Suit — Support Defense UP, Physical Defense +5, Physical Defense +2
Puni Suit — Guts, Magic Defense +10, Magic Defense +2
La Matador — Support Speed +, Speed +5, Physical Defense +2
Heaven's Silk — Recovery Rate +, Physical Defense +20, Magic Defense +2
Alchemy Robe — Support Defense UP, Speed +8, Physical Defense +2
Aurora Curtain — Support Speed +, Physical Defense +25, Physical Defense +2
Eternal Cape — Element: Light, Physical Defense +25, Magic Defense +2
Puni King Crown — Magic Defense +20, Physical Defense +20, Physical Defense +2
Saint's Garb — Magic Attack +5, Magic Defense +5, Physical Defense +2

Accessory
Puppy Paw Gloves — Speed +5, Physical Attack +10, Magic Defense +2
Feather Charm — HIT +1, Magic Defense +5, Speed +1
Kitty Ears — Magic Defense +5, Speed +8, Magic Attack +2
Refuel Ankh — HIT +1, Magic Attack +10, Speed +1
Stone Charm — Synthesis UP, Magic Attack +25, Magic Attack +2
Rune Stone — HIT +1, Magic Defense +25, Magic Attack +2
Pure Eye — Gathering UP, Magic Attack +20, Speed +1
Bunny Ears — HIT +1, Magic Defense 15, Magic Attack +2
Holy Guard — Taro's Sternness, Magic Attack +20, Magic Defense +2
Cure Bottle — Searching UP, Magic Defense +20, Magic Attack +2
Tiger Ears — Speed +8, Physical Attack +15, Speed +1
Holy Symbol — Magic Attack +20, Magic Defense +20, Magic Attack +2
Item 1
Grain Powder — Magic Attack +10, Physical Defense +5, Magic Attack +2
Polish Powder — Physical Defense +10, Magic Defense +10, Magic Defense +2
Magic Clay — Physical Defense +10, Physical Attack +5, Magic Defense +2
Knowledge Soup — Speed +5, Magic Defense +5, Physical Defense +2
Goat Cheese — Magic Attack +10, Physical Defense +5, Speed +1
120% Fruit — Magic Defense +5, Magic Attack +5, Magic Defense +2
Cure Jar — Magic Defense +15, Magic Attack +15, Physical Defense +2
Cheese Cake — Physical Attack +20, Magic Attack +15, Speed +1
Silky Cloth — Speed +5, Physical Defense +10, Physical Defense +2
Nectar — Magic Attack +10, Magic Defense +10, Magic Defense +2
X Heal — Magic Defense +15, Physical Defense +20, Physical Defense +2
Pumpotatokin Pie — Magic Attack +20, Physical Defense +10, Speed +1
Item 2
Sasha Fabric — Magic Attack +25, Magic Defense +10, Magic Attack +2
Fish Boat — Physical Defense +15, Physical Attack +15, Magic Defense +2
Silver Thread — Magic Attack +20, Magic Defense +15, Magic Defense +2
Royal Stone — Physical Attack +20, Physical Defense +25, Physical Defense +2
Heal All — Magic Defense +20, Magic Attack +20, Magic Defense +2
Sweetsland — Physical Defense +20, Physical Attack +15, Speed +1
Super Nectar — Slayer: The Dead, Magic Attack +20, Physical Attack +2
Original Dirt — Physical Defense +15, Magic Attack +20, Speed +1

Classes

0% - Puni in Training: A title given to a Puni in hopes of making it grow mature.
20% - Honor Student: A title given to a young student who's got good grades. Makes it easier to obtain good grades.
40% - Healing Puni: A title given to a Puni with a healing aura. Slightly recovers HP at the end of battle.
60% - Intermediate Puni: A title given to a Puni with some ability. Slightly increases all stats.
80% - Collector Puni: A title given to a Puni that likes to collect items. Slightly increase the number of items dropped by monsters.
100% - Puni Alchemist: A title given to a Puni who is trained in alchemy. Greatly increases all stats.
Completed Character Quests - Trickster: Puni that likes to play tricks. Sometimes you can use an item without affecting the number in your inventory.

> Ulrika <

Weapon
Magic Cord - Magic Attack +10, Physical Attack +5, Magic Attack +2
Power String - Magic Attack +5, Physical Attack +10, Physical Attack +2
Spike Chain - Speed +2, Magic Attack +10, Magic Attack +2
Living Rope - Support Attack UP, Magic Attack +5, Physical Attack +2
Velvet Cord - Learn Skill, Magic Attack +5, Magic Attack +2
Fiber Rod - Slayer (Undead), Magic Attack +10, Physical Attack +2
Iron Rose - Learn Skill, Physical Attack +5, Magic Attack +2
Living Chain - Physical Attack +5, Magic Attack +10, Physical Attack +2
Snake Whip - Magic Defense +5, Magic Defense +15, Magic Attack +2
Slinky Strap - Physical Defense +5, Magic Defense +20, Physical Attack +2
Happy Rope - Learn Skill, Speed +5, Magic Attack +2
Starry Chain - Strength Skill, Physical Attack +20, Physical Attack +2
Nature Vine - Support Attack UP, Physical Defense +25, Magic Attack +2
Aurora Whip - Magic Attack +25, Magic Defense +25, Physical Attack +2
Scorch Blazer - Physical Attack +30, Magic Attack +20, Magic Attack +2
Armor
Athletic Uniform - Speed +5, Physical Defense +15, Magic Defense +2
Wood Plate - Recovery Rate +, Physical Defense +20, Physical Defense +2
Armor Cloak - Support Speed +, Magic Attack +5, Magic Defense +2
Leather Cuirass - Recovery Rate +, Magic Defense +5, Physical Defense +2
Hard Leather - Support Speed +, Physical Defense +5, Magic Defense +2
Crystal Mail - Support Defense UP, Speed +5, Magic Defense +2
Fiber Skin - Last Stand, Magic Defense +15, Physical Defense +2
Floral Coat - Learn Skill, Magic Defense +30, Magic Defense +2
Retro-Cute Sailor - Recovery Rate +, Physical Defense +15, Physical Defense +2
Silver Threads - Support Speed +1, Physical Defense +15, Magic Defense +2
Heaven's Silk - Support Defense UP, Physical Defense +15, Physical Defense +2
Angel Cloth - Recovery Rate +, Physical Defense +25, Magic Defense +2
Resist Clothes - Support Speed +, Magic Defense +25, Physical Defense +2
Mana-eurism Coat - Magic Defense +20, Physical Defense +25, Speed +1
Stardust Guardia - Speed +12, Physical Defense +15, Speed +1

Accessory
Flame Ring - HIT +1, Magic Attack +10, Magic Attack +2
Wake Potpourri - Physical Attack +10, Speed +5, Speed +1
Toad Mouth - HIT +1, Physical Defense +15, Magic Attack +2
Refuel Ankh - Magic Attack +10, Magic Defense +15, Speed +1
Rune Stone - Synthesis UP, Physical Defense +30, Magic Attack +2
Nano Feather - Element Resist (Light), Speed +8, Speed +1
Willpower Headband - HIT +1, Searching UP, Magic Defense +2
Cure Bottle - Gathering UP, Magic Defense +30, Speed +1
Symbol of Uroborus - HIT +1, Strengthen Skill, Magic Defense +2
Wake Crystal - Blessing of Mana, Speed +12, Magic Defense +5
Twilight Morion - Magic Attack +25, Physical Attack +20, Speed +1
Item 1
Heal Jar - Magic Defense +15, Magic Attack +10, Speed +1
Flame - Magic Defense +20, Physical Attack +15, Speed +1
Lightning Rod - Physical Attack +10, Speed +5, Physical Defense +2
Cure Jar - Magic Defense +10, Magic Attack +5, Speed +1
Knowledge Soup - Magic Defense +10, Magic Attack +5, Physical Defense +2
Bomb Ice - Physical Attack +10, Physical Defense +10, Speed +1
Goat Cheese - Physical Defense +10, Magic Attack +5, Physical Defense +2
Nectar - Magic Attack +10, Physical Defense +10, Speed +1
Uni Bomb - Physical Attack +15, Speed +5, Physical Defense +2
Plosion - Physical Attack +30, Magic Attack +30, Speed +1
Item 2
Divine Shield - Support Attack UP, Speed +5, Physical Defense +2
X Heal - Magic Defense +15, Magic Attack +10, Speed +1
Long Bomb Ice - Magic Attack +15, Physical Defense +25, Physical Defense +2
Thunder Rod - Magic Attack +15, Physical Attack +25, Speed +1
Altena Ingot - Physical Defense +20, Speed +5, Physical Defense +2
Heal All - Magic Attack +15, Magic Defense +20, Speed +1
Tera Flame - Magic Attack +15, Physical Attack +20, Physical Defense +2
Globe - Magic Attack +20, Physical Attack +20, Speed +1
Super Nectar - Magic Attack +30, Magic Defense +25, Physical Defense +2
Elixer - Speed +5, Magic Attack +5, Physical Defense +2

Classes

0% Alchemist in Training - A title given to beginning alchemists with potential to grow.
20% Leading Alchemist - A title given to alchemists who are always one step ahead. Increases the chance to for getting first strike at the beginning of the battle.
40% Saving Alchemist - A title given to an alchemist who is cheap with money. Increases the amount of Cole acquired upon winning a battle.
60% Happy Alchemist - A title given to a happy alchemist. Slightly increases all stats.
80% Alchemist of Revival - A title given to an alchemist wih a strong sprit and mind. HP and SP may rarely get fully restored at the end of a battle.
100% Mana Breeder - A title given to an alchemist who grows with Mana. Greatly increases all stats.
Played through both characters/Holy Alchemist - An alchemist who has been blessed by various holy spirits. Greatly decreases the amount of SP consumed.

Basics

> Chloe <

Weapon
Basic Spellcasting - Magic Attack +10, Speed +5, Magic Attack +2
Book of Evil Ways - Physical Defense +5, Magic Defense +10, Speed +1
The Little Mage - Learn Skill, Magic Attack +10, Magic Attack +2
Intermediate Spellcasting - Magic Attack +10, Physical Defense +20, Speed +1
Necronomicon - Support Attack UP, Physical Attack +10, Magic Attack +2
Southern Magic - Magic Defense +5, Physical Attack +5, Speed +1
Advanced Spellcasting - Magic Defense +5, Physical Defense +5, Magic Attack +2
Demon's Gate - Learn Skill, Physical Attack +15, Speed +1
Forbidden Magic - Support Attack UP, Magic Attack +25, Magic Attack +2
Devil Book - Learn Skill, Physical Attack +15, Speed +1
World's Magic - Slayer (Monster), Physical Attack +20, Speed +1
Bi-Polar Diary - Strengthen Skill, Physical Defense +25, Magic Attack +2
Seven Grimoire - Support Attack UP, Physical Attack +15, Magic Attack +2
Jade Tablet - Magic Attack +20, Magic Defense +20, Magic Attack +2
Diabolos - Magic Attack +20, Physical Defense +20, Magic Attack +2
Armor
Female Uniform - Physical Defense +10, Magic Attack +10, Magic Defense +2
Altered Uniform F - Physical Attack +10, Magic Defense +10, Physical Defense +2
SC Uniform F - Recovery Rate +, Physical Attack +10, Speed +1
Raven Cape - Support Speed +, Learn Skill, Physical Defense +2
Long Uniform - Recovery Rate +, Physical Attack +5, Magic Defense +2
Arabesque Stole - Support Speed +, Physical Attack +5, Magic Defense +2
Bad Girl - Support Defense UP, Physical Attack +10, Physical Defense +2
Maiden - Recovery Rate +, Physical Attack +5, Speed +1
Feather Flow - Speed +8, Physical Defense +30, Magic Defense +2
Legendary Chairman - Support Speed +, Magic Defense +15, Magic Defense +2
Blessed Robe - Quick, Speed +5, Physical Defense +2
Gothic Dress - Support Defense UP, Physical Attack +15, Magic Defense +2
Poisonous Coat - Recovery Rate +, Physical Defense +25, Magic Defense +2
Bloody Magic Robe - Support Speed +, Physical Attack +20, Magic Attack +2
Holy Witch Cloak - Magic Defense +10, Speed +12, Magic Attack +2

Accessory
Feather Charm - HIT +1, Speed +2, Magic Attack +2
Flonne's Charm - Speed +5, Physical Defense +5, Magic Defense +2
Aroma Bottle - HIT +1, Physical Defense +5, Magic Attack +2
Follower's Shoes - Physical Attack +30, Speed +5, Magic Defense +2
Pure Eye - Gathering UP, Synthesis UP, Magic Attack +5
Magic Incense - HIT +1, Element Resist (Dark), Magic Attack +2
Fallen Wing - HIT +1, Speed +5, Magic Defense +2
Scapegoat Doll - Searching UP, Physical Defense +25, Magic Attack +2
Dark Symbol - Curse, Speed +8, Magic Defense +2
Un-Glass - Strengthen Skill, Physical Defense +20, Magic Attack +2
Phantom Ring - Physical Defense +30, Physical Attack +25, Magic Defense +2
Aroma Material - Speed +5, Magic Attack +5, Magic Attack +2
Item 1
Green Soup - Magic Defense +2, Speed +5, Magic Attack +2
Black Powder - Magic Attack +10, Physical Defense +10, Physical Attack +2
Pleather Cloth - Physical Defense +10, Magic Defense +10, Magic Attack +2
Preservative - Magic Attack +10, Magic Defense +10, Physical Attack +2
Magic Ink - Magic Attack +10, Magic Defense +10, Magic Attack +2
Blood Clay - Magic Attack +10, Magic Defense +5, Speed +1
Black Liquid - Magic Attack +10, Speed +5, Magic Attack +2
Silky Cloth - Magic Defense +10, Physical Defense +10, Physical Attack +2
Canone Crystal - Magic Attack +10, Physical Defense +10, Magic Attack +2
Cursed Paper - Magic Attack +20, Magic Defense +25, Speed +1
Item 2
Sasha Fabric - Magic Defense +20, Magic Attack +15, Magic Attack +2
Animal Fur - Physical Defense +20, Speed +5, Physical Attack +2
Mysterious Ring - Physical Defense +25, Magic Attack +15, Magic Attack +2
Eye of Truth - Magic Attack +20, Magic Defense +15, Physical Attack +2
Holy Crest Paper - Magic Attack +20, Magic Defense +25, Magic Attack +2
Misty Curtain - Magic Attack +20, Magic Defense +25, Speed +1
Super Pure Water - Magic Attack +30, Magic Defense +30, Magic Attack +2
Dark Water - Magic Attack +30, Magic Defense +30, Physical Attack +2

Classes

0% Magician in Training - A title given to an individual who has stepped into the world of magic.
20% Versed Magician - A title given to a magician who is knowledgeable of tools. Increases the effect of items during battle.
40% Dark Road Magician - A title given to a magician who looks good on a dark road. Slightly suppresses the power of nocturnal monsters.
60% Magician of Darkness - A title given to a magician who has acquired the power of darkness. Slightly increases all stats.
80% Magician of Fear - A title given to a Magician who exudes a negative aura. The monsters on the field will slightly lose the will to fight.
100% Wise Magician - A title given to a Magician who understands the real nature of magic. Greatly increases all stats.
Completed Character Quest/Magician of Destruction - A magician who is beyond magic. Increases the power of dark elemental attacks.

> Pepperoni <

Weapon
Fairy Hammer - Magic Attack +10, Physical Attack +10, Physical Attack +2
Wild Club - Magic Defense +10, Physical Defense +10, Physical Attack +2
Ogre Club - Learn Skill, Physical Attack +20, Physical Attack +2
Danger Bat - Support Attack UP, Physical Attack +5, Physical Attack +2
Rock Smashing Club - Learn Skill, Physical Attack +5, Physical Attack +2
Exploding Hammer - Learn Skill, Magic Attack +5, Physical Attack +2
Golden Left Fist - Magic Attack +5, Physical Attack +10, Physical Attack +2
Mega Hammer - Learn Skill, Physical Defense +15, Physical Defense +2
Destruct-O-Bat - Support Attack UP, Physical Attack +25, Physical Attack +2
Mixed-Up Weapon - Physical Defense +5, Physical Attack +10, Physical Attack +2
Natural Hammer - Strength Skill, Physical Attack +15, Physical Attack +2
Crystal Hammer - Magic Defense +10, Physical Attack +20, Physical Attack +20
Great Fairy Staff - Strengthen Skill, Magic Attack +20, Physical Attack +2
God Fist - Support Attack UP, Speed +8, Physical Defense +2
Anger-Rage - Physical Attack +25, Speed +5, Physical Defense +2
Armor
Little Fairy Wear - Speed +5, Magic Defense +10, Physical Attack +2
Bronze Plate - Recovery Rate +, Physical Defense +5, Physical Defense +2
Black Fairy Wear - Support Speed +, Speed +5, Physical Attack +2
Steel Tights - Recovery Rate +, Physical Defense +5, Physical Defense +2
Rock Scale - Support Defense UP, Physical Defense +10, Physical Attack +2
Van Guard - Support Speed +, Magic Defense +10, Physical Defense +2
Rubber Suit - Counter, Speed +5, Physical Defense +2
Jewel Armor - Recovery Rate +, Magic Defense +15, Physical Attack +2
Undead Uniform - Support Defense UP, Speed +5, Physical Defense +2
Crown Breast - Recovery Rate +, Magic Defense +20, Physical Attack +2
Man Uniform - Support Speed +, Physical Attack +30, Physical Defense +2
Gold Mail - Physical Defense +20, Physical Defense +25, Physical Attack +2
Forest Spirit Armor - Speed +5, Magic Defense +10, Physical Defense +2
Meteorite Tights - Physical Attack +5, Physical Defense +5, Physical Attack +2

Accessory
Metal Gauntlet - HIT +1, Physical Defense +15, Physical Attack +2
Soil Ring - Speed +5, Magic Attack +10, Physical Defense +2
Rock Shield - HIT +1, Magic Defense +10, Physical Attack +2
Gargol Plate - Physical Defense +5, Speed +5, Physical Defense +2
Ore Shield - HIT +1, Magic Defense +5, Physical Attack +2
Stone Charm - Magic Attack +30, Magic Defense +20, Speed +1
Scaly Gauntlet - Slayer (Alchemy), Searching UP, Physical Attack +2
Wild Gloves - HIT +1, Gather UP, Physical Defense +2
Earth Bracelet - Support Speed +, Magic Attack +15, Physical Attack +2
Holy Guard - Cross Counter, Speed +5, Physical Attack +2
Gibrate Ankh - Synthesis UP, Magic Attack +20, Physical Attack +2
Brave Symbol - Element Resist (Earth), Physical Attack +20, Physical Defense +2
Holy Symbol - Physical Attack +20, Magic Defense +30, Physical Attack +2
Item 1
Fairy's Spiritual Water(FSW) - Physical Attack +10, Physical Defense +10, Physical Attack +2
Salt - Speed +5, Magic Defense +20, Physical Attack +2
Magic Clay - Magic Defense +25, Magic Attack +10, Physical Attack +2
Black Steel - Physical Attack +10, Physical Defense +10, Physical Attack +2
Red Steel - Physical Attack +10, Physical Defense +10, Speed +1
Blue Steel - Physical Attack +10, Physical Defense +5, Speed +1
Elumelucirchiru - Magic Defense +15, Magic Attack +10, Speed +1
Ceramic Plate - Physical Attack +10, Physical Defense +10, Physical Attack +2
Alchemy Steel - Physical Attack +20, Physical Defense +20, Physical Attack +2
Item 2
In Hell Spice - Magic Attack +15, Physical Attack +10, Magic Attack +5
Coolster - Magic Attack +10, Magic Defense +10, Physical Attack +2
Wild Steak - Physical Attack +10, Physical Defense +10, Physical Attack +2
Dragon Breath - Physical Attack +15, Physical Defense +15, Speed +1
Muscat Ice - Magic Defense +20, Physical Defense +10, Speed +1
White Steel - Physical Attack +20, Physical Defense +25, Speed +1
Galilean Scope - Physical Defense +25, Magic Defense +25, Physical Attack +2
Blue Crystal - Physical Defense +25, Magic Defense +25, Speed +1
Heavenly Juice - Physical Defense +30, Magic Attack +15, Physical Attack +2
Ocean Stew - Magic Attack +15, Physical Defense +20, Physical Attack +2

Classes

0% Fairy In Training - A title given to a Fairy that's sort of useless. We want you to get better soon.
20% Festive Fairy - A title given to a Fairy that loves to party. Increases the finish gauge upon activation of Unite Mode.
40% Healthy Fairy - A title given to a Fairy that's never been sick. Speeds up the time of recovery from abnormal status.
60% Helping Fairy - A title given to a helpful Fairy. Slightly increases all stats.
80% Collector Fairy - A title given to a Fairy that likes to collect items. Slightly increases the number of items dropped by monsters.
100% Mature Fairy - A title given to a Fairy that is independent. Greatly increases all stats.
Completed Character Quest/Earth's Child - A fairy born in the greatness of nature. Greatly increases Earth Elemental attacks.

> Enna <

Weapon
Gauntlet - Physical Attack +10, Physical Defense +10, Physical Attack +2
Iron Glove - Physical Attack +10, Physical Defense +10, Magic Attack +2
Giant Gauntlet - Learn Skill, Physical Attack +10, Physical Attack +2
Decadent Puncher - Support Attack UP, Magic Defense +5, Magic Attack +2
Glove of Tomorrow - Magic Defense +5, Physical Attack +10, Physical Attack +2
Black Spike - Learn Skill, Magic Defense +5, Magic Attack +2
Night Glove - Learn Skill, Physical Attack +25, Physical Attack +2
Aura Guard - Slayer (Beast), Physical Attack +15, Magic Attack +2
Hand of Glory - Strengthen Skill, Physical Defense +20, Physical Attack +2
Deadly Glove - Magic Attack +10, Magic Defense +25, Magic Attack +2
Rocket Glove - Strengthen Skill, Magic Attack +10, Physical Attack +2
Prometheus Fist - Learn Skill, Magic Attack +20, Magic Attack +2
Ogre Gauntlet - Support Attack UP, Physical Attack +30, Physical Attack +2
Platinum Glove - Physical Attack +20, Physical Defense +20, Magic Attack +2
Lighting Viper -Physical Attack +15, Speed +12, Physical Attack +2
Armor
Male Uniform - Recovery Rate +, Physical Defense +10, Physical Defense +2
Altered Uniform M - Physical Attack +10, Magic Defense +20, Magic Defense +2
Eastern Uniform - Support Speed +, Physical Defense +5, Physical Defense +2
SC Uniform M - Recovery Rate +, Magic Defense +10, Magic Defense +2
Drama Prince - Support Speed +, Magic Defense +10, Physical Defense +2
Eastern White - Support Defense UP, Physical Defense +10, Magic Defense +2
Full Custom - Element Resist (Wind), Physical Defense +10, Physical Defense +2
Pumpkin Mail - Support Attack UP, Physical Defense +15, Physical Defense +2
Element Coat - Recovery Rate +, Magic Defense +20, Physical Defense +2
Fur Vest - Support Speed +, Physical Defense +30, SPeed +1
Rainbow Chain Mail - Support Defense UP, Magic Defense +25, Physical Attack +2
King Style - Recovery Rate +, Physical Defense +30, Magic Attack +2
Opti Cloak - Support Speed +, Magic Defense +25, Speed +1
Holy Chain - Physical Defense +15, Magic Defense +20, Magic Attack +2
Full Metal Plate - Speed +5, Physical Defense +5, Physical Defense +2

Accessory
Lively Bouquet - Magic Defense +15, Physical Defense +5, Physical Attack +2
Wing Ring - HIT +1, Magic Attack +10, Speed +1
Megingjorz - Physical Defense +5, Physical Attack +10, Physical Defense +2
Siren Boots - HIT +1, Speed +5, Speed +1
Black Belt - Physical Attack +10, Magic Attack +15, Physical Defense +2
Reflect Whistle - HIT +1, Speed +8, Speed +1
Storm Bracelet - Synthesis UP, Speed +5, Magic Defense +2
Quick Feet Shoes - Searching UP, Gathering UP, Speed +1
Dragon Glove - HIT +1, Physical Attack +25, Magic Defense +2
Wheel of Time - Auto Attack, Speed +5, Speed +1
Quick Shifter - Block, Speed +8, Magic Defense +2
Mana-eurism Ring - Magic Attack +30, Magic Defense +20, Magic Defense +2
Item 1
Nicro Cloth - Physical Attack +5, Magic Attack +15, Physical Attack +2
Zettel - Physical attack +5, Speed +5, Speed +1
Hexametal - Physical Attack +15, Speed +5, Speed +1
Le Merou Cog - Speed +5, Physical Defense +5, Physical Attack +2
Gearbox - Speed +5, Magic Attack +10, Magic Attack +2
Long Shaft - Physical Attack +10, Physical Defense +5, Magic Attack +2
Metal Glass Sheet - Physical Defense +10, Magic Defense +25, Speed +1
Veggie Fiber - Magic Attack +15, Speed +5, Magic Attack +2
Thunder Crystal - Magic Attack +25, Physical Attack +10, Magic Attack +2
Blood Ink - Magic Attack +20, Magic Defense +25, Physical Attack +2
Item 2
Pumpotatokin Pie - Physical Defense +20, Physical Attack +15, Speed +1
Eternal Turnkey - Speed +5, Physical Attack +15, Physical Attack +2
Gold Shaft - Physical Attack +15, Physical Defense +10, Speed +1
Voidspark Pipe - Magic Attack +20, Magic Defense +20, Magic Attack +5
Auto Igniter - Magic Attack +20, Physical Attack +20, Magic Attack +2
Recycle Gear - Physical Defense +30, Speed +8, Magic Attack +2
Platinum Cloth - Physical Attack +20, Physical Defense +30, Speed +1
Liquid Metal - Magic Attack +20, Magic Defense +25, Magic Attack +2

Classes

0% Mechanic in Training - A title given to a Mechanic in training. You will for sure become a great mechanic at this rate.
20% Honor Student - A title given to a young student who's got good grades. Makes it easier to obtain good grades.
40% Prompt Mechanic - A title given to a Mechanic who does the job promptly. Shortens the WT upon item use.
60% Spirited Mechanic - A title given to a successful Mechanic. Slightly increases all stats.
80% Speedy Mechanic - A title given to a Mechanic that does the job at a godly speed. Keep the time from passing during battle.
100% Skilled Mechanic - A title given to a Mechanic who has been approved as a professional. Greatly increases all stats.
Completed Character Quest/Thundering Mechanic - A Mechanic that creates wind. Increases the power of wind elemental attacks.

> Goto <

Weapon
Commerical Ball – Learn Skill, Magic Attack +5, Physical Defense +2
Large Ball – Support Attack UP, Physical Attack +5, Magic Defense +2
Fluffy Ball – Physical Attack +5, Magic Defense +15, Physical Defense +2
Uni Ball – Physical Defense +5, Physical Attack +15, Magic Defense +2
Balance Ball – Learn Skill, Speed +5, Physical Defense +2
Night Fever – Learn Skill, Physical Attack +20, Magic Defense +2
Plasma Ball – Support Attack UP, Physical Attack +20, Physical Defense +2
Man Ball – Strengthen Skill, Speed +5, Magic Defense +2
Fluffy Fuzzy Ball – Slayer (Dragon), Physical Attack +20, Physical Defense +2
Expensive Ball – Strengthen Skill, Speed +5, Magic Defense +2
Global Sphere – Recovery Rate +, Physical Attack +15, Magic Defense +2
Cosmo Drive – Learn Skill, Speed +5, Magic Defense +2
Circle-Love Circle – Physical Attack +30, Physical Defense +15, Physical Defense +2
Little Earth – Physical Attack +20, Magic Defense +10, Physical Defense +2
Armor
Cloth Coat – Recovery Rate +, Physical Defense +10, Speed +1
Iron Plate – Support Speed +, Magic Defense +10, Physical Attack +2
Pumpkin Mail – Recovery Rate +, Defense +15, Speed +1
Hand Crafted Suit – Physical Defense +15, Magic Attack +10, Physical Attack +2
Fairy Doll – Support Defense UP, Speed +5, Speed +1
Bone Mail – Support Speed +, Physical Defense +15, Physical Attack +2
Puni Suit – Guts, Magic Defense +10, Speed +1
La Matador – Magic Defense +15, Speed +8, Physical Attack +2
Gorgeous Leather – Recovery Rate +, Physical Defense +25, Speed +1
Silver Cuirass – Support Speed +, Physical Defense +20, Physical Attack +2
Best Costume – Support Defense UP, Magic Defense +15, Magic Defense +2
Marine Plate – Support Attack UP, Physical Defense +25, Magic Defense +2
Aurora Curtain – Support Speed +, Magic Defense +25, Physical Defense +2
Beast Leather – Physical Defense +20, Speed +5, Speed +1
Wild Style – Magic Defense +10, Physical Defense +10, Speed +1

Accessory
Puppy Paw Gloves – HIT +1, Speed +5, Magic Attack +2
Kitty Ears – Magic Attack +20, Speed +5, Speed +1
Ice Ring – HIT +1, Magic Attack +10, Magic Attack +2
Jar of Genuk – Magic Defense +15, Magic Attack +10, Speed +1
Gnardi Ring – Magic Attack +10, Magic Defense +10, Magic Attack +2
Flying Fish Shoes – Element Resist (Water), Magic Defense +25, Speed +1
Gravi Stone – HIT +1, Speed +5, Magic Attack +2
Morning Lamp – Searching UP, Gathering UP, Speed +1
Archangel Wings – HIT +1, Speed +8, Speed +1
Prism Light – Magic Attack +25, Synthesis UP, Magic Defense +5
Crown of Thorns – Physical Attack +25, Magic Attack +25, Speed +1
Night Lamp – Man's Runway, Speed +8, Speed +1
Item 1
Grain Powder – Physical Attack +15, Physical Defense +10, Physical Defense +2
Blank Stew – Magic Attack +15, Magic Defense +15, Magic Defense +2
Polish Powder – Physical Attack +15, Magic Defense +5, Physical Defense +2
Ingot – Physical Defense +15, Speed +5, Magic Defense +2
120% Fruit – Magic Attack +15, Magic Defense +15, Physical Defense +2
Cheese Cake – Physical Attack +15, Physical Defense +10, Magic Defense +2
Grape Sorbet – Magic Defense +10, Speed +5, Physical Defense +2
Moon Quiche – Physical Defense +15, Magic Defense +10, Magic Defense +2
Glacier Crystal – Magic Attack +15, Physical Attack +15, Physical Defense +2
Poison Vase – Magic Attack +30, Physical Defense +30, Magic Defense +2
Item 2
Fish Boat – Physical Attack +20, Magic Defense +25, Physical Defense +2
Broiled Fish – Physical Defense +20, Magic Attack +25, Magic Defense +2
Silver Cotton – Physical Defense +15, Magic Defense +20, Physical Defense +2
Silver Thread – Magic Attack +25, Physical Attack +20, Magic Defense +2
Royal Stone – Physical Attack +20, Physical Defense +15, Physical Defense +2
Clear Fiber – Physical Defense +25, Magic Defense +25, Magic Defense +2
Cold Heaven – Magic Attack +25, Physical Attack +25, Physical Defense +2
Blue Crystal – Magic Attack +20, Magic Defense +30, Magic Defense +2
Mana-eurism Core – Magic Attack +15, Speed +8, Physical Defense +2

Classes

0% Wander Suit Master – A title given to a Suit Master who travels around the world. Still not well known in this area.
20% Harmony Suit Master – A title given to a Suit Master who brings harmony among people. Slightly increases the inital value of the unite gauge.
40% Healing Suit Master – A title given to a Suit Master who is heals people. Slightly recovers HP at the end of battle.
60% Lovely Beast – A title given to a Suit Master who is loved by everyone. Slightly increases all stats.
80% Regular Suit Master – A title given to a Suit Master who is friendly to neighbors. Gives a 20% discount when shopping.
100% Gentle Beast – A title given to a Suit Master who is approved to be a gentleman. Greatly increases all stats.
Completed Character Quest/Wandering Minstrel – A suit Master who wanders the world with songs. Slightly increases the selling value of items.

Section 2
Walkthrough
(...or how to make friends and influence people.)

> Raze Introduction <

This guide will assume that you are playing through as Raze first, on normal difficulty. Likewise, in the Ulrika section, the guide will assume that you are playing the game the first time through as Ulrika; in both cases, we will be emphasizing the importance of some tutorials, which you may or may not have encountered before. Just skip the stuff you already know, or go ahead and re-read it in case you forgot. If you're tackling Hard mode, or if this isn't your first play through and you're working towards the bonus content, please refer to the Advanced section of the guide for more information.

Also, as long as we haven't start the game yet, you may want to visit the Options menu from the title screen before we begin; here, you'll be able to change a few things, such as the text scrolling speed, the music volume, and whether spoken voices will use the English or Japanese soundtrack; go ahead and set these to your preferences now, though you can always change them again later from the Options item in game. With that said, let's go ahead and begin.

Main Character Selection
Select
Raze
A 16 year old boy. He is not interested in alchemy at all, but was forced to enroll in school. His sword skill is pretty advanced for his age.

> Chapter 1 <

Opening Event

Did you enjoy the opening? You may remember a lot of these characters from the first *Mana Khemia*; and if you don't, there's still some time to go back and play that before we start!

After all the cut scenes, it'll be time for you to learn your way around campus, and bump into some early exposition. Just follow the red exclamation points [!] on your campus map and you'll travel right to the workshop hallway. After talking to Lily, you'll head off to your first class, and that's where the fun begins!

Unfortunately, Flay hasn't had time to prepare for the Combat classes yet, so you'll be doing general Alchemy classes for a while; not that this is a problem, because there's still a fair bit of fighting to do. You have two mandatory classes this week, and then an event at the end of the chapter.

Week 1 Class: Alchemy I Basics

Supplies: Heal Jar x3

Your assignment is to make a Heal Jar. This course is impossible to fail, and serves as the tutorial to game's major functions. Start by heading out to the Learning Bridge, accessible from the "Off Campus" option on the school map; you'll enter in to another set of dialogue, which basically recaps your assignment. Once you're given control, walk straight down the bridge until you get into a fight. Naturally, this combat will be straightforward and quite simple; make sure you use Raze's Analyze attack on the monsters so you can add them to your Encyclopedia.

After the fight, you'll be given the first ingredient for free; only two more to go! Continue heading down the straight-line path for this map, and try to get in as many fights as possible; you have some Healing Jars, as well as the Healing common skill equipped on Lily, so don't worry too much about dying. You'll need all the AP you can get by the end of this chapter, and monster hunting will yield you quite a bit of cole and ingredients, which you desperately need at this early point in the game. In fact, from now on you should try not to avoid fighting, unless you're close to death or are on a time limit; the more general combat you do while searching for ingredients, the less AP you'll have to make up once you start unlocking skills.

Once you get to the third area of the map, you'll automatically stop to pick up the next ingredient; there's also a save point nearby, so you can refresh your HP and SP. In the next area, be sure to take a detour off to the left to gather some fruit. Simply stand by the fruit gathering icon and press [X] when you see the exclamation point.

In the fifth area, you'll have another short cut scene. Head up and to the left to grab a chest. Once you get to the end of this map, you'll be allowed to do your first Gathering Action mini-game; there's not actually a "mini-game" here, however, since all the reels are the same. Press [Circle] to stop all the spinners, and that's all there is to this part of the class; once you've finished with the dialogue, you'll be set just outside the fifth area. Surprisingly, the cut scene resets the entire map, so go ahead and return to the gathering area you just left---surprise! All the ingredients are safe and sound! Grab as many items as you can, and then use your Wings of Icarus from the Item menu to return to school.

Back in Raze's Workshop, you'll have to actually make a Heal Jar. I recommend using Lily as your supporting character, just to get the hang of things this first time. After you complete the Heal Jar, you'll also be allowed to select the Grow Book option from the menu. If you have enough AP from wandering around the Learning Bridge, go ahead and fill in what you can now; it'll make you slightly more powerful, and also prepare you for the mid-term exam at the end of the chapter.

Once you're done, head over to VP Flay's office to turn in your Heal Jar. You'll naturally get an A. Afterwards, Flay will explain to you how to use the Student Affairs office, which also conveniently opens up all the campus shops. If you have enough money, you should go ahead and visit those now, and do some crafting before heading over to Student Affairs to select your next class.

Week 2 Class: Searching I Basics

Supplies: Heal Jar x3, Uni x5

This is a very straightforward class. Simply visit all the gathering points on the Learning Bridge for an easy A. There are four total, and it's impossible for you to fail this class; you have to gather at all four points before you can get a stamp. If you can't find the gathering spots, be sure to check your map; they're all clearly marked. The first gathering spot is the Water in the third area, by the save point; the second and third are across from each other in little alcoves in the fourth area; the last gathering point is, of course, the area you went to at the end of the last class. Again, make sure you get into as many fights as you can, and grab as many ingredients as you can, because we're going to need a lot of items and AP very soon.

Once you grab all the ingredients, use your Wings of Icarus to return to campus, and visit Mr. Basshum's office to receive your stamp.

Chapter 1 Final Event

Flay's already having you do a Mid-term exam. How rough! However, this is fairly easy as Mid-terms go, so don't worry about it. Before you actually head out to do the Mid-term, though, make sure you synthesize all the equipment you can, and fill out your Grow Book; the end of this event has a tough fight in store, so you'll want to do all your prep work now, rather than suffer through an unreasonably tough fight later.

You'll also want to synthesize a good stock of Heal Jars (about 10 or 15 should do). These will be your backup items, in case the fight ends up going poorly for you. If you need more ingredients, for either your Grow Book or to make more Heal Jars, you can visit the Learning Bridge all you want without triggering the Mid-term event quest.

Once you think you're sufficiently prepared, head out to the Living Water Forest. This area contains monsters that are much more powerful than those found in the Learning Bridge, so exercise some caution when fighting enemies you haven't analyzed. For the most part, though, you should be alright if you've updated your Grow Book properly. Make sure you explore as much of the map as you're allowed; up in the higher places are some treasure chests, some of which that can only be obtained with a bit of jumping. You'll want to grab those items while you can. If you miss a few, don't worry---you can always come back later.

When you reach the third area, you'll also have a chance to try out the Fishing game. You might as well do that while you're here, and it'll let you get an early start on synthesizing equipment in the next chapter.

At the second save point, you might want to save your game, and then continue on ahead; two areas up from here, you'll run into Ulrika and her friends again---they just can't seem to leave you alone! This time, though, they've brought along a secret weapon, and he's pretty tough. After the somewhat unpleasant conversation, you'll be forced to fight.

Boss Fight

The biggest threat here is Pepperoni. He's got a heck of a punch, and his charge skill will outright K.O. one of your party, especially if they've taken some damage. In order to counteract that, have Et use her Swallowing Chakram skill, and then have her use Heal Jars to keep your party up to health; she's fast to begin with, and using items takes hardly any time at all, so you'll be able to heal your group quite well. Have Lily use a few Ice Axels at the start of the battle, centered on Chloe; you'll deal a good amount of damage to all three enemies at once, and you'll get Chloe out of the fight very quickly. Meanwhile, Raze should try and use Analyze at least once on everyone, so that you can fill out your Encyclopedia.

If you let Chloe stay alive, thinking you'll just go ahead and attack Ulrika or Pepperoni, you'll end up taking a lot more damage. Chloe will get in a free hit whenever Ulrika tries to use her skill, and if she uses World of Book, Pepperoni and Ulrika will also get in free attacks. Chloe is very weak physically, so she won't be in the fight for long at all if you follow the above advice.

Once you're down to Pepperoni and Ulrika, have everyone focus on taking out Pepperoni as quickly as possible, in order to minimize your damage intake. Ulrika isn't a weakling herself, and she has an attack that will hit for quite a bit of damage, and can silence the target, preventing them from using skills. She's the lesser of the two threats, however. Once Pepperoni goes down, you'll basically be fighting a war of attrition; if you remember to bring along enough Heal Jars, you'll ultimately win, even if most of your party has been K.O.ed.

If you're having trouble with this fight, it means you haven't upgraded your Grow Book enough. Make sure you synthesize everything that you can, and purchase all your Grow Book upgrades. Also, make sure that you upgrade your equipment, too; you won't be able to add on much, but a little boost here and there goes a long way.

Once you've defeated them, you'll automatically return to the workshop and complete the item. Et manages to bungle things up, however, so Raze will go out by himself to gather more ingredients. He shouldn't really be walking around by himself, though; you never know what kind of crazy people you'll run into at night.

Tip: Leveling Up

You may have noticed that, as you fight, your character will gain levels—but the amount of experience you gain, as well as your current level, is often a mystery. Leveling up really isn't a big deal in *Mana Khemia 2*, unlike in other RPGs; the only advantage to leveling up is a slight increase in max HP and SP. Your equipment and Grow Book upgrades are much more important for powering up your characters, so don't go out of your way to level up; the slight benefits of leveling up aren't worth it when compared to the extra effort it takes. Besides, you'll gain a healthy amount of levels from playing the game normally.

> Chapter 2 <

Opening Event

A stranger in the workshop? Suspicious! Whoever he is, he seems to want a fight, so you may as well give him one. The first thing you'll notice once you get into combat is that Raze seems to have gotten significantly cooler—just look at that light radiating from his weapon! Raze's Analyze skill has also gotten a power boost, so take advantage of that during this fight. After a few turns of mercilessly pounding him, the new guy should go down.

Once you've "defeated" Yun, Lily will come by and explain everything. Apparently, she hired a stray Mana to give the workshop an extra helping hand. Once the confusion clears up, Yun will join your party. Now that you have four characters in your party, you'll have unlocked the support row. For more details, check out the Combat portion of the Basics section of this guide.

You may want to use the Order menu option to rearrange your party, so that Raze, Et, and Yun are in the vanguard, while Lily is in the support row—this is to help cut down on the massive amounts of SP that Lily will probably burn through, as well as to give you a slight advantage in combat. Yun, Et, and even Raze are fairly fast characters, while Lily is somewhat slow. If your vanguard is made up entirely of fast characters, you'll act much faster at the beginning of battle; it's always easier to trade out a fast character for a slow one, rather than the opposite.

Either way, once this event is over you'll head straight into class. You have three weeks of class this chapter, and then two weeks of Free Time. Funny thing, though; the worst grades you can get are B, B, and A for this chapter, which is still enough to receive Free Time. Also, the best grades you can get are A, B, A, which means you still have to take all three classes.

Week 1: Physical Examination

Today is a class, though not really in the traditional sense—Flay wants to get a measure of your power. What he really means is that he wants to see whether or not you've been using the Grow Book to power up your characters. This is an easy class to get an A in—just make everything that you can, and then fill in all the unlocked items in the Grow Book. If you can make an item at 100 ether level, you'll unlock the third slot for it in the Grow Book—but you really don't have enough high quality ingredients to do that, yet. Instead, just make at least one of everything you have a recipe for, and then spend your AP on some upgrades. You should be doing this at the start of every chapter anyway, so this is a good habit to get into.

Also, Flay is measuring how much your physical attack and defense skills have gone up—so you should also make sure to equip the best weapons and armor you have available as well. Try for high attack and defense stats, and you should be ok. If you need more recipes, either for equipment or for your Grow Book, make sure you check out the campus stores—again, this is something you'll want to do at the start of every chapter.

Once you think you've prepared enough, go to the VP's office and talk to Flay. If you've increased both your physical attack and physical defense stats enough, you should pass this class with an A. If you get a lower grade, it means you forgot to equip your better gear, or you didn't purchase all the Grow Book upgrades you could have. The lowest grade you can get is a B, though, so don't worry about it.

Week 2 Class: Alchemy II Combat

Supplies: Nectar x3, Flame x3

You need to test out Unite mode for today's class. You've been given a couple Flames to help you out with entering Unite mode, since you can't actually make Flames yet.

Tip: That's not why I gave you those...

Zeppel was nice enough to supply you with Flame. Instead of using them for the class, you can go back and make a Fire Ring for Yun. You'll still have two Flame left over, and you'll be able to power up Yun a bit more. It's a good trade, especially considering you get the Flame recipe in just a little bit; you can remake the rings then at a higher quality.

Once you're done with your prep work, head out to the Living Water Forest. Kodachi is out by the second plant gathering location, just before the area where you had the Boss fight in the last chapter. You should pass by a save point just before you enter the area, which you should take advantage of.

Once you're ready, touch the monster seal to begin. You'll be fighting Kodama, Kohaku, and Kodachi. You'll need to exploit their weaknesses to enter Unite mode, but only two of the enemies have any weaknesses; Kodama is weak to Fire, so use Yun's skills and any Flame you might have; Kodachi is weak to Water, so Lily's skills here will be helpful. Try to finish off the two weak ones as fast as you can, and then gang up on Kohaku. They'll heal themselves every so often, but that shouldn't be much of a problem for you. Once you finish this fight, you'll gain a new set of armor recipes.

Head back to Zeppel's office to get your grade. If you triggered Unite mode, you should get a B, which is actually the highest grade you can get in this class. Coincidentally, it's also the lowest grade you can get in this class; it's basically impossible not to trigger Unite mode.

Week 3 Class: Pharmacy I Ether

This class is really easy; all you need to do is make a Flame at 100 ether level. Flames are now purchasable from the Student Store, so head over there and grab that recipe first, and then go back to your workshop to start making a Flame.

Lily will give you a brief tutorial on how to change the ether level of an item; if this is your first time really synthesizing, you might want to go ahead and watch that. Otherwise, refer to the Basics section of the guide. The easiest way to get the required ether level is to use a Canone Rock, Zettel (or Nicro Cloth) with at least 75 ether level, and a Bee Hive. Choose Yun as your partner, and then select the matching elements. You should make a Flame at exactly 100 ether level. For fun, you might want to try choosing the anti-elements, and see if you can make a 0 ether level Flame as well—but do that later. For now, just go turn in your Flame, and you'll get an A; you actually can't turn in the Flame unless you've made one at 100 ether level.

Week 4&5: Free Time

Free Time at last! For more detail, visit the Basics section. You can spend Free Time however you would like, but we recommend doing all the Jobs available to you from Student Affairs, and then completing Lily and Et's first character quests.

Chapter 2 Final Event

It seems some Punis are loose in the school, and you have to track them down before Lily does. Head out to the Classroom Hallway first, and you'll meet up with the other puni brother. Apparently, they're looking for their sister, who just enrolled at Al-Revis.After some introductions, go back to Raze's Workshop with Puni Jiro and Puni Taro in tow.

Lily has, unfortunately, gotten to Puni Kichi first, but at least you've united all the puni brothers. However, we're still no closer to finding their little sister. Go back to the Classroom Hallway again, and you'll be told to head to the Library. Now that it's open on the map, head over there.

This next part is a bit of dungeon crawl. First thing, make sure you jump the desk and take care of the monster guarding the chest. Continue to head down the hallway until you reach the next area. At the bottom of the second set of stairs, make sure you jump the low barrier and open the chest there. The large monster tile can be avoided by jumping onto the desks and chairs. In the next area, grab the items off the tables before continuing.

After the cut scene, You'll be in a new area with a bunch of ladders. Either fight or evade the enemies, and fall down to the lowest floor. Grab the two chests down in either corner, and then climb back up to the top; there's one more chest on the upper-most level. Once you're done claiming loot, continue on to the next area. There's more stuff lying around on the tables here, and another treasure chest in a semi-hidden area to the left of the save point.

Boss Fight

Oh no, a Puni gang! Time to teach these punks a lesson. If you've been keeping up with your Grow Book, Et should know Lock-on Arrow by now; use that on the Evil Puni Gang Leader, and you'll get free group damage every time his turn comes up. Have Lily use Ice Axle on the three in the back, as well as any Lightning skills you know, and the fight should be over without too much difficulty. These Punis can hit fairly hard, though, so be sure to be ready with a Heal Jar when necessary.

After the fight, Puniyo and her three brothers will join your party.

> Chapter 3 <

Summer already? Alright! Although, it seems like the VP will have some special plans for you at the end of the week. You've got four blocks of free time till then, though, so make the best of it. I suggest doing all the jobs you can at first, and then explore the Old Quarry map that just opened up. After that, hit the shops and buy all the new recipes and materials that you can. You should be able to unlock quite a few more items in your grow book, as well as synthesize some better equipment.

Once you're done with the prep work, you can spend the rest of your free time getting to know your classmates by doing some character quests. Note, however, that if you've done a character's first story quest, you won't be able to do any more until the next chapter.

Chapter 3 Week 2 Special Event

After the first block of Free Time is over, Flay will arrive to deliver your Bazaar pass. You'll want to spend at least a little time using the Bazaar this week, so check the Bazaar section of the guide for more info.

Chapter 3 Final Event

At the end of Free Time, you'll have to endure Flay's Special Training. For this event, you'll need to head to the Training Sea, which has just been unlocked. Before that, though, make sure you're stocked up on combat items, and that your equipment is the best you can make. Also, if you used the Bazaar in the previous block of Free Time, now would be the time to go and purchase the items you added to the vendors.

Once you're there, Flay will tell you to get "warmed up" by killing everything in the area, which is what you'd want to do anyway---after all, we have a new map to explore! Wander through the areas, defeating all the monster tiles you find; if you've been leveling up properly and tending your grow book, the majority of the tiles should be blue, and therefore easy to defeat. You might want to pick a fight with them anyway, just to add more monsters to your encyclopedia. Also, be aware that this map will change based on the time of day; in order to access all the chests and items, you'll need to manage your clock correctly. Generally, all the gathering mini-games are accessible during the day hours, while chests and items are out of reach until night.

After you clear out the first area of monsters, you'll be treated to a nice cut scene, where your other party members will join again. Flay will explain that you need to find a medal in order to pass this section. There's one in each area, marked by a little coin. There's one in the first area, and then in the second as well; examining these will lead to a fight with some monsters; what, you thought you'd find it on the first two tries? After you clear these fights, head to the northwest end of the map; the last coin you pick up will be the real medal.

After you collect the medal, you'll return the start. After being joined by Enna, continue up through the map until you reach the next cut scene. Flay will tell you that you need to defeat his monster before the event will end. Sounds like fun! Head out to the southwest end of the map to engage the beastie. You'll come to a dead end, but on the way back you'll have a little group meeting. Eventually, Yun will be able to pinpoint the monster's location; so, of course, head back out to the dead end, where you just were. Make sure you visit the save point off to the right, before you get to the dead end. Time for battle!

Boss Fight

You'll be fighting the Legendary Giantfish, along with a Guardian. The Guardian is weak to fire, so go ahead and let Yun take care of her; meanwhile, have Et use Lock-on Arrow to start things off, and since you have Enna in your party you may as well spam his missile skill while you can. The Legendary Giantfish has a lot of strong group attacks, so you might want to equip your party with Magic Blocking gear beforehand. The Giantfish is also weak to electricity, so use appropriate skills and items.

If you're having trouble, make sure you use Support Defense actions, and bring along a lot of Heal Jars. Support Defense will cut down on the damage you're taking, and if you have a quick character like Et use the Heal Jars, you'll be able to get everyone up to speed fairly quickly. Puniyo can also use Puni Healing to lessen the impact, but make sure at least one character is constantly attacking, otherwise you'll be fighting a losing battle. Also, make sure to take out the Guardian as quickly as possible, otherwise you'll be taking damage from her time skills long after she's gone.

Once you're done, Flay will congratulate your group, and then it's time for a little more exposition and foreshadowing. After your meeting with Reicher, you'll be asked to save your game before Chapter 4 starts.

> Chapter 4 <

Raze's been having some bad dreams lately, but we can't let that get in the way of our alchemy! Before you head off to Student Affairs to pick your classes, make sure you stop in on the stores and grab all the new recipes and items; also, since a new map has just opened up, you might like to pre-explore it before taking any classes.

If you do decide to go out to the Broken Plank Bridge, make sure you grab the chests while you're there. The first one is off to the left in the first area; the second is in the second area, on the upper level, to the right; the third is hidden behind a rock, just before you climb the ladder in the third area; in the next few areas, the chests are off by themselves, so they shouldn't be difficult to find.

Week 1 Class: Combat I Chain

Supplies: Cure Jar x3, Lightning Rod x3

Finally, we get to learn Finishing Strikes and Intimate Strikes. They both work exactly as Flay just described; when the Finishing gauge fills to max during Unite mode, you can then have a character use a Finishing Strike; this depletes the gauge and ends Unite mode. You fill the Finishing Strike gauge by taking support actions, both offensive and defensive.

Tip: Intimate Strikes

Intimate Strikes happen like supporting attacks, only you press [triangle] instead of [X] When triggering the support. It gives you a nice boost to your chain, plus some extra damage or effect. Note, however, that in addition to having Unite mode active, you will also need two active support characters; the first character supports regularly, while the second supporting character triggers the Intimate Strike. Note also that using an intimate strike depletes the Unite gauge a little.

First, head out to the Broken Plank Bridge; the monster is off by his lonesome, on the last section of the map. It might be best to save just before the fight, in case you end up missing your chance for a finishing burst, and either way it would be best to have full HP and SP before you start fighting the Dragon.

The Dragon isn't weak to anything, but he is strong against fire. Be careful when using Yun; he probably shouldn't be the finisher, nor should he join in on Intimate Strikes. Also, the Dragon has some very strong charge skills, some of which can outright kill your weaker party members. Use Support Defense actions to both minimize damage, and also to fill the Finishing gauge.

Your grade is based on whether or not you managed to do any Intimate Attacks and Finishing Strikes, and also how many time spheres it took you to win the fight. If you clear the fight in under 50 spheres, and use at least one Intimate Attack and Finishing Strike, you should be able to pass with an A. For the record, Finishing Strikes are worth 30 Pts towards your grade, while Intimate Attacks are worth 10 Pts each. If you're having trouble getting a good grade, try to defeat the monster sooner, rather than going all out with the new skills; the fight starts you off in Unite mode with a full Finishing gauge, so you should be able to get off two co-op attacks and a Finisher right off the bat. After that, just pile on your best damage skills until you win.

Week 2-4 Class

Finally, you're allowed to actually pick which class you would like to take. If you get good grades, you won't have to worry about taking all of them, so if you're trying to max your free time you should pick whichever looks easiest. Generally, synthesis classes tend to be the easiest, as you only have to make an item at the required level. However, searching classes can be simple, assuming you are able to work within the time limit; combat classes on the other hand, especially those requiring specifics like Chain, can be quite daunting, but if you're up to the challenge they're very doable. Ultimately, it's personal preference, but from here on out we'll be making notes to alert you to the easier choices.

Synthesis II Bomb

Prep Items: None

This class introduces you to another new teacher, as well as the art of synthesizing combat items. She's a little strange, though, and she wants you to make the most powerful Lightning Rod you can. This is actually a really easy class, but there's a catch.

You see, Lightning Rods are extremely powerful at 0 ether level. Up till now, you've probably been trying for 100 ether level to max out your Grow Book, but this is one of the handfuls of items that are also effective at a low level. At 100 ether level, a Lightning Rod causes delay and has a large effective area, but its power is decreased; at 0 ether level, it gains Power Stealing, which decreases enemy attack. In combat, you're free to decide which you like better, but for this class you'll need to make one with an ether level of 0.

The easiest way to reach the 0 ether level is to use Et, and pick the exact wrong element. If you're fast enough to take advantage of her co-op ability, you should be able to do this no problem. Two of the items are the wind element, so if you activate Cyclone Girl and then choose Earth element, it will cause a greater than normal decline.

Your grade is determined by the ether level of the final product. 0 will net you an A, while 100 will only give you a B; other results will drag your grade down farther.

Tip: Role Sharing

During Week 3, the Role Sharing option becomes available. This is an extremely important tool; refer to the Basics section for a more in-depth description, and start taking advantage of it now before you head out to do something else, like a class or Free Time.

Searching II Drop

Basshum wants you to go out and get some drop items for class. This isn't really that hard, actually; all you need to do is kill a bunch of monsters and take their stuff. Basshum mentions that certain skills and effects will help with gathering items, and what he's talking about are things like Lily's Cold Sweets skill; if you turn a monster into candy, that technically counts as a drop item.

Since you get to go out to the Old Quarry, basically every monster will be weak enough to slash, save for the few large monster tiles. If you time your path right, you should be able to get through most of the dungeon before the 9 hour mark. A good route to take is to slash all the tiles on the way to the first mine cart, then ride it down to that group of enemies; then, jump up onto the catwalk, and slash the two enemies up there, before falling down and heading west. You should be able to clear out all those enemies before nine hours pass; for the few large monster tiles you fight, make sure to have Lily use Cold Sweets as many times as you can, but go for a Fast Kill to save time. Once you're done there, run back to the first mine cart, and continue to the east to mop up the last few tiles.

Also, note that item bags that are lying around also count for the total. You can really do this class either way; if you get a few items, you can go back really early for a decent grade, or you can take your time and get a lot of stuff; as long as you make it before nine hours are up, you should get an A.

Synthesis IV Equipment

Tony is sort of a jerk, but he really does know what he's talking about—most of the time. Anyway, you need to make Hard Leather armor at an ether level of 0, which is really a piece of cake. First thing, head back to the workshop to do some synthesizing.

The materials to use are Leather Cuirass, Preservative, and Long Shaft; you should have all of these items at high ether levels, so they should give huge bonuses as well. Simply pick the anti-element for all three, and you should get 0 no problem. Turn it in to Tony when you're done for an easy A.

Chapter 4 Final Event

The School Festival is cancelled? That's terrible. However, Flay mentions that if you work hard you should able to bring the festival back. Hard work doesn't sound interesting, so naturally Et decides to go bribe the woman with all the money.

After a little convincing, Lily is all for the plan to revive the festival---until Tony and the Chairwoman show up. It seems that Ulrika is holding a protest demonstration, and Lily quickly agrees to put an end to it. Well ... so much for the festival then. Head over to the Chairwoman's office.

There's probably an ulterior motive to the Chairwoman's indifference, but it doesn't matter; you get an excuse to beat up on your rival! Race over to the Auditorium and get in some fights! You'll be squaring off against a bunch of students at first, so don't worry about them being very difficult; you don't have to worry about your SP either, so unload with everything you've got. They have some decent HP, but they should do very little actual damage to your group.

Despite your crushing victory, everyone will decide to retreat. Once you've had a little more exposition, go back to the Workshop; you'll need to prepare for your next encounter. Lily wants you to gather Radish, Balloon Fish, and a Flame, but you will most likely have all these things in your inventory; if not, you can gather two of them at the Training Sea, and Flame can be synthesized. Once you've got them all, talk to Lily, by your cauldron.

Now that you're properly equipped with Tear Gas, go back to the Auditorium. After Et's shocking betrayal, you'll get to deploy your new (and feminine) super weapon. You'll quickly rush into a fight, with a different set of students; they're just as easy as the last batch, though, so take them out.

Unfortunately, it seems that Ulrika got away in the confusion. After the fight, you'll head back to the workshop, and Yun will kindly apprehend Et for you. Tony will come by with some news that Ulrika has fled to the Underground Sewers, which coincidentally also just opened up on your map; head there for the final showdown!

It's another new dungeon, of course, so be on the lookout for monsters, treasure, and items. You'll want to come back here next chapter to explore it more thoroughly, but for now just try to get to the end. The monsters here aren't too difficult, but exercise caution anyway.

Many of them are weak to Light, however, so if you equip Puniyo with a strong skill like Light Fall, you should be able to one-shot whole groups. In the fourth area, make sure to stop at the Save Point; just a little bit past it and you'll trigger the event for the final battle of this chapter.

Boss Fight

You'll have to fight Pepperoni by himself at first, which isn't too bad; he's got some strong moves since the last time you fought him though, so make sure to keep everyone's HP up. If you have Lightning Rods at 0 ether level, you can use those to lower his considerable strength. If you beat on him with regular attacks, you should be able to enter Unite mode before he has too many turns; one good Intimate Strike should finish him off.

After that, you'll immediately fight Enna, Ulrika, and Chloe with no break. Chloe still has the team attacks from the last battle so focus on eliminating her first; after that, Enna is the next choice in targets, because he has a lot of area-affecting attacks that are really fairly strong. If you've leveled up and synthesized gear properly up to this point, though, you shouldn't have too many worries. Ulrika has a skill now that will give the all the enemies resistances to your elemental skills; that's a pain, but you should be able to pile on the damage using Unite Mode anyway. A good Intimate Strike should be enough to almost K.O. one of them, even at relatively full HP.

Once the fight is over, you'll be treated to a few startling revelations; it appears you were being manipulated all along. Time for some well-deserved payback, and then it's off to the next chapter.

> Chapter 5 <

Chapter 5 Opening Event

Flay won't be offering any classes this term, as he's busy preparing for the School Festival. Also, it looks like Raze is having some trouble with the mysterious ring ... hopefully that won't complicate things.

A new area opened up outside of school, the Cruise Ship of Time. You might want to poke around there before you head off to class. Also, if you haven't gotten all the treasure chests from the Underground Sewer yet, you'll want to head there too; quite a few recipes can be found there, so you'll want to take this chance to make all the new items. Also, as usual, you'll want to check out all the shops, and buy any new recipes as well as refill your materials.

Tip: Cruise Ship of Time

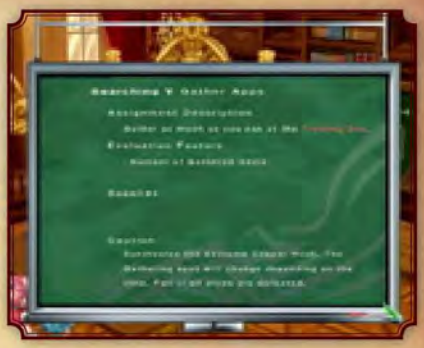
On the ships, you'll be able to climb up on the rigging, and go to all sorts of places that aren't readily apparent. Make sure you take your time looking for tricky spots; for instance, on the ship in the first area, you can climb the ladder by the middle mast, and walk across the thin mesh of ropes to reach a cleverly hidden chest.

Also, a lot of the monsters are fairly strong here, but are weak to Water and Light; Lily's Rainy Mega Spear (if you've gotten the upgrade scene, otherwise go looking for Vanilla Syrup) combined with a strong Light skill like Light Fall from Puniyo will deal a huge amount of damage to grouped enemies, and is enough to destroy whole encounters; whatever's left can be taken out by your other characters, and Raze's Analyze skill (which is also a Light elemental attack).

Tip: Too Many Choices

This chapter is different than the normal routine. You have a special Event class in week two; you can pick whichever class you would like to do first, but you have to do the Event for the second class no matter what. As such, it's listed last in the classes; pick whichever you want to do first, and then skip down to read about the event.

Week 1-4 Classes: Searching V Gather Apps



You need to gather a bunch of items at the Training Sea. This isn't too hard, really; the class cautions you to make Extreme Copper Hooks, but that's only one way to go about it. There's also use for the different picks here, as well as the Plant Stimulant. Go ahead and make a bunch of both; you'll use them when you're gathering anyway, not just for this class. Once you think you've prepared enough, go ahead and go out to the Training Sea. By now, you should also have the recipe to make an Exteme Ag Hook as well, so make one of those before you leave.

You'll fail this class if you're defeated in battle, but you should be so powerful now that monsters will be barely even a passing thought for you.

Head out to all the Gather Spots, and try to collect as much as you can. The easiest way to pass this assignment is to fish as much as you can, and then repeatedly use the Plant Stimulant to gather even more items. Make sure that during the plant gathering you match all the slots; this will give you a bonus set of items along with whatever else you gathered, which will increase your grade. Also, be sure to pay attention to the tides; you need to gather from a lot of spots, and some areas are restricted depending on the time of day.

Once you've visited every gathering spot at least once, the game will total up your currently collected items; if you visited every gathering spot once, you should get 100%, especially with Puniyo's 2nd title equipped. If you have trouble with this course, try using the Plant Stimulant in the third area; it has the most gathering spots to benefit from. Also, make sure you've synthesized at least one Pick; that will help with the mining mini-game.

Combat II Abnormal Status

Supplies: X-heal x3, Knowledge Soup x3

You have to defeat a somewhat tough monster while under the effect of the Seal status ailment; Seal makes it so that you are unable to use skills. This effect triggers as soon as you enter battle, so you'll need to cure it right away. To prep for it, make sure you bring along some Cure Jars, and it won't be a big deal.

The Machine Blader is at the end of the map (of course), so be careful while you head out there. The monsters are still fairly strong, so make sure to heal up if you get in any fights. The Machine Blader has a couple Kamikaze Dolls to aid him, but none of the monsters are especially tough. Spend your first couple turns throwing Cure Jars at everyone, and then take them out with your skills. Go to Ms. Miranda's room when you've defeated it to get your stamp. Your grade is based on battle time and max damage. If you made sure to cure everyone, piling on damage with skills will be easy; an easy way to make sure you max out your grade, though, is to have a Finishing Strike prepped beforehand—once you've cured everyone, unleashing that bad boy will ensure a perfect grade.

Combat III Common Skills

You get to fight the Machine Blader 2, using only Common Skills. This actually isn't quite as hard as it sounds; there are some powerful common skills, like Plasma Ray, Ice Volley, and Light Fall that will be easy to damage the monster with. He's in the third area of the Underground Sewer, which isn't that hard to get to. First thing, though, you need to do some prep work.

You'll probably already have some Common Skills equipped to your characters, but you might as well take this class seriously. Synthesize items like Ice Rings that boost damage output as well as give Common Skills. Also, it's worthwhile to reequip your characters; give them gear that raises their Magic Attack and max SP, so that you can get the most out of your skills. Once you actually get to fighting, Lily, Puniyo, and Raze will be your best bets; you can still use Support Actions, but Et and Yun aren't as good with Common Skills. Unload your strongest magic as fast as you can, and then return to Tony for your stamp. If you were quick enough, you should get an A. Note: yes, you *can* use Finishing Strike to get an overkill amount of grade points.

Chapter 5 Week 2 Special Event

A class marathon? This sounds fishy, especially considering the Vice Principal has gone missing. You have to enter though, so there's no helping it; go out to the Cruise Ship of Time.

When you get there, the Principle will explain the rules. What? A quiz marathon? This sounds even more suspicious. Once the race starts, go to the next area to get your first question.

The correct answer is 115, then 369, and the last answer is 5000. Back to the race! For the next quiz, it's actually ... really simple. Pick Alchemist, then go back to racing. The last quiz asks you a trick question; the Chameleon is the correct answer, and Lily will explain why.

Winning this race will depend on what hour it is when you get to the finish line; you can answer wrong once or twice as long as you get through the area as quickly as possible. If you come in first, you'll get an A grade and Quick Feet Shoes.

Chapter 5 Final Event

It's time for the School Festival! Raze isn't too thrilled, but that's alright; he'll come around. Start out by heading to the Dormitory Entrance. You'll meet up with Puniyo and her brothers; after they ask you to watch her, move to the Classroom Hallway. Here, you'll meet Yun and Et, who is in trouble for some reason or other. Once you're done visiting those places, you should trigger a new event.

It seems as though you'll need to participate in the Battle Royale. You can choose from Et, Puniyo, or Lily as your partner; despite what Flay said, you can't go solo. It doesn't really matter which you choose, other than from a tactical standpoint; the dialogue will change depending on who you pick, and naturally you'll have different strategies depending on your team mate. Also, the people you don't pick will form teams of their own.

Now you have a long list of locations to visit! You can start from the top, the bottom, or somewhere in the middle; it doesn't really matter. Your HP and SP will be refilled after each battle, so go nuts!

-Combat Department Classroom: Your opponents are Max and Erick, the two guys from the Training Sea Summer Training fiasco. In practice, they're just two Male Student enemies, so go ahead and tear them up. This fight should take less than three turns to win.

-Alchemy Department Classroom: Here you'll fight Linda and Lana, two Female Students. Again, this is as easy as fighting gets in this game---one skill from each person should take them both out.

-General Studies Classroom: You'll fight Et an Enna here, if you have Lily as your partner. They're somewhat tough, and be careful of Et especially---she'll have all the skills you equipped her with before this event. Et will probably hit you with Lock-on Arrow a lot, but you should do alright as long as you come out swinging with the toughest stuff in your arsenal.

If Et is your partner, you'll fight Enna and Puniyo. They're not a particularly tough team; if you use Lock-on Arrow on Enna, for instance, he might end up K.O.ing himself from lock-on damage by repeatedly using boost. Either way, this fight should be over quickly.

If Punyio is your Partner, you'll also fight Enna and Et here. Again, they'll try and overwhelm you with time skills and Lock-on Arrow, but Puniyo should be able to assist you with her strong magic and healing skills. If you get too low on health, Puni Healfull will heal both of your party at once. Otherwise, focus on taking out Et first, and then Enna should be no problem.

-Ulrika's Workshop: You'll fight Chloe on her own. She's not as tough as she looks; but she has you trapped. For the first few rounds of this fight, the only command you can use is Defend. After a little bit, you'll become freed, so go ahead and take your just revenge.

-VP Flay's Room: You can choose to fight Flay, if you want, but you'll need 100 light years more training.

-Dormitory Entrance: You'll have to fight Goto, Pepperoni, and Yun all at once. If you can, open up with area skills, centered on Yun; that should allow you to damage all three at once. Yun is weak to Water, as well, so you can try attacking him with Lily (if you chose her) or Ice Bombs. Also, use a 0 ether Lightning Rod on Pepperoni, so you can bring down his amazing attack power. If you're careful, and judicious in your use of area skills, you should be able to clear this fight without too much of a problem. You may have to use some X-heals or Nectar, though.

Note: You can only fight here after you've been in two battles.

-Cafeteria: You'll fight three male students here. You should remember them from the demonstration battles earlier in the game. If not, don't worry; they're suitably offended. This fight is so easy, it's hardly worth mentioning.

-Campus Grounds: If Lily is your partner, you'll have to fight Puniyo and two of her brothers. Puniyo will try to put you to sleep with Nightmare, while the puni brothers will constantly attack. They have poor defense, so, again, a few good area attacks centered on Puniyo should be enough.

If Et is your partner, you'll have to fight Lily. She's angry, but she's also all by herself. Try to avoid taking too much damage from her by equipping items that resist water damage before you get here; otherwise, fill up the time wheel with Falling Leaves, while punishing her with Lock-on Arrow and the No-hand Loop buff. If you have Et use No-hand Loop on herself first thing, and then repeatedly use Blind Moon, you might even be able to K.O. Lily before she takes her first turn.

If Puniyo is your partner, you'll fight Lily as well. Again, Puniyo will be more of a supporting character, so try having her use attack-boosting items on Raze, and then finish her off with Falling Leaves and Twin Caliber.

-Auditorium: It seems there weren't enough combatants, so Flay released some monsters into the school. All you need to do here is pick a fight with one of the tiles; if this is your 10th match, you should only need to fight one before you'll be done with the contest. If you chose not to fight Flay, you'll need to fight two monster tiles here instead.

-After your fifth fight, including if you try to fight Flay, you'll be in a solo match against Ulrika. She can Seal your skills, so try opening up with a time skill like Falling Leaves. The damage from it alone should be enough to take her out.

Once you've fought in ten fights, including the "fight" with Flay, the contest will be over, and you can claim your "reward," such as it is. Good going!

> Chapter 6 <

Chapter 6 Opening Event

It's Winter Break, which means you'll have a bunch of Free Time and no classes. However, you'll have to do another "special training" with Flay at the end of the chapter, so make sure you prepare for that.

Of course, you'll probably want to start by doing all the jobs for this chapter, and then making sure your equipment and Grow Book is up to snuff. After that, you can either spend your time in the Bazaar, or do some more character quests. Don't forget to visit all the shops and pick up the new recipes, either.

Tip: Too Much Free Time

If you've completed everyone's character quests up through the third quest, you won't be able to do any more until next chapter. If that's the case, you can go to the Bazaar instead.

Chapter 6 final Event

Time for special mountaintop training! Naturally, Et causes a bunch of trouble, and now you're lost on the mountain. That's alright! Enna came along for the ride, albeit unwillingly, so he'll join you as a guest character again. You need to find your way back down to the bottom of the mountain, so go ahead and start exploring. During this event, you won't be able to use the Wings of Icarus, even if that would be the most sensible plan; curse Flay and his abominable insight.

Once you get to the next area, you'll encounter a downed student. Apparently, Flay let another strong monster loose, so be on the lookout. In the meantime, there are some places to gather while you're out, so you may as well stop and do that.

In the third area, Reicher will show up for another visit. Of course, he won't really tell you anything useful for no, so go ahead and continue exploring. Remember that a lot of the monsters here are weak to fire, so Yun should be able to carve through them easily enough.

At the first T-shaped intersection, if you head east you'll come to a dead end with another gathering mini-game, and some more items; otherwise, continue to head south to make for the exit. If you don't grab everything during this run, you can always come back later.

Boss Fight

Once you head far enough south, you'll run into Flay's specially created monster. It's a beast, pun not intended. The Buffacow 009 is really strong, and has a ton of defense and HP---which is to be expected from Flay, really. Not only that, it also has a strong buffer that greatly reduces the damage of your attacks; you can hear the sound effect for it when you attack. Not only that, but it can hit like a truck, and attack all of your characters at once. This is probably the toughest fight you've encountered so far.

The Buffacow 009 has a lot of double-up skills, and an infinite time skill called Buffacow Sattellite. Once the Satellite is deployed, it will continue to deal group damage every time its turn comes up. The Buffacow 009 will also spend some time buffing itself up with Snort Breath, so beware of powerful attacks in the turn afterward.

Start by throwing items that will reduce its stats; then, use your items and skills to buff your main attackers. You'll need to use multi-hitting skills and attacks, because its shield starts to wear off after the first few hits in a chain; if you're using single-hit skills, they'll barely do any damage. It's not weak to anything, but it doesn't technically "resist" anything, either. It's also a Beast type, so if you have Beast Slayer weapons, make sure to use those. Yun might have also learned Beast Slayer as a trait, so that will help too. Ultimately, you'll want to increase the chain as much as you can, and then unload with Intimate Strikes and a Finishing Attack or two; anything else will do hardly any damage.

You'll probably need at least two Finishing Attacks to destroy the Buffacow 009, depending on which character you use. He's really that tough. If you're having trouble, the only thing you can really do is make sure that you have a character devoted to attacking, one to healing, and another to using stat increasing/decreasing items. If you have enough revival tools, you should eventually make it through.

Once you're finished, Raze will go back to meet with Reicher. After they chat, it'll be time for the next chapter.

Chapter 7 Opening Event

Flay will tell you that Al-Revis will be observing Parent's Day during this term. It's a bit of a sore spot with Raze, seeing as how he doesn't have parents anymore. Either way, it's another term of regular classes; you're now allowed to go to the Dumpster and Eternal Frozen Peak, so go ahead and explore those before taking some classes. Also, like always, be sure to check the vendors for new recipes.

Week 1 Class: Combat IV Chain Defense

Supplies: Heal All x3, Nectar x5

This class is mandatory, so you'll have to take it. This will introduce you to the Chain Defense action, which is basically like Intimate Strikes, only geared for defense instead. Sounds great, right? This class will grade you on how much damage you receive, with bonus points awarded for each time you use Chain Defense. The monster you need to fight for the class is in the new Dumpster area, so go ahead and head out there. As usual, it's near the very end of the map, so be careful of monsters on your way.

Chain Defense only works in Unite Mode. If you go ahead and let the tutorial play, you'll automatically be placed in Unite Mode, so you may as well do that. To use Chain Defense, it works exactly like Intimate Strike, including that it drains the Unite gauge; just press [X] to bring out your first defender, who will take the brunt of the attack; then, cycle to your next defender, and press [Triangle]. Whatever character uses the Chain Defense will change places with the previous defender, and your party will usually gain some beneficial effect. For instance, Puniyo's special ability will heal your Vanguard characters, while Yun's Chain Defense will cause a large amount of damage to the enemy. In the future, knowing which Chain Defense does what will be important.

The monster should be easy to defeat; just concentrate on getting into Unite Mode, and save all your support actions for Support Defense and Chain Defense. You should easily get an A in this class.

Week 2 Special Event

For some reason, Flay decides that you need some Rescue Training. This might be because you all got lost over winter break, but who knows? You'll need to go up to the Eternal Frozen Peak, and find all the missing students. Remember that this is in preparation for rescuing people, so you need to find them before nightfall, otherwise they might die. Flay's classes are serious business. If you use the Wings of Icarus at all before you finish the event, you'll fail the class; likewise, the same will happen if you are defeated in battle.

Just explore the area, and when you get close enough, you'll trigger a cutscene. The first one is easy enough; you run right into after entering the area. You'll find the second student just as you climb up into the next area, and Et will make sure he's alright. There are three more to get, one in each area of the map. If you can run and collect all five before nightfall, you'll get an A. For each one you miss, your grade will suffer. To help things along, try not to get in any fights; or, if you do, unleash all of your strongest attacks immediately, as you'll want to fast-kill everything. Once you've got all the frozen students, head back to Flay's office for your stamp.

Week 3-4 Class: Searching VI General

Basshum wants you to quickly and efficiently gather a bunch of items. Well, that should be easy, right? Wrong. You have to do it at the Eternal Frozen Peak, which not only has very few gather points, but it's also difficult to evade the monsters because of the snow. You only have six hours to get as many items as you can, and then the class is over. This is actually quite hard.

However, we can cheat! What you want to do is make a bunch of Plant Stimulants before you show up, and then make sure Puniyo has her grade title on. Begin the class once you get to the Eternal Frozen Peak, and then run as fast as you can to the first gathering spot. Once you're there, start the mini-game, and then just press [Circle] to gather a bunch of stuff. Immediately use a Plant Stimulant, and do the mini-game again. Repeat this as fast as you can, until you think you've gathered 100 items, or time runs out. If you're quick enough, you should get an A.

Combat V Chain Battle

Supplies: Heal All x3, Knowledge Soup x5

Flay is out today, so Zokka is substitute teaching. He wants you to go out to the Cruise Ship of Time and do some Chain Battles, which are actually pretty easy. Basically, what you'll need to do is fight wave after wave of monsters, and destroy them as quickly as you can. To start the class, run on out to the Cruise Ship of Time, and the monster icon is waiting for you at the very end of the map, just in case you thought this was going to be over quickly.

You start out against two Kobold Guards and two Kobold Knights; they're weak to fire, so a couple Teraflames should be enough to utterly decimate them. The next wave of enemies is made up of two Sludge Punis and two Mad Brownies. The Slude Punis are weak to Light attacks, so Raze should be able to tear through them easy. Once you're done with them, the Necromancer should show up with a Black Wing. The Necromancer and the Black Wing are both weak to Light, so, again, Raze should be able to burn down their HP very quickly. To make this fight easier, equip everyone with items that give you Light Fall and Tera Flame common skills; also, if you have Puniyo sufficiently leveled and equipped, she'll be able to cast these spells twice in a row for double the damage. This class should net you an A without much effort.

Chapter 7 Final Event

It's Parent's Day! Everyone's parents show up, including Eugene, Raze's grandfather. They aren't on the friendliest of terms, at least from Raze's point of view.

Naturally, to commemorate such a great day, Flay has released a giant, unstoppable monster that threatens the school. Don't you just love this class? You need to head out to Calm Snow Mountain to face it. This is another new area you'll want to fully explore next chapter, but for now just head down the main path. Don't worry too much about the monsters here; Puniyo with Teraflame will be able to one-shot everything on the field of battle.

Eventually, you'll make it to a cave with icy floors. There's a new metal gathering point in the middle, so make sure you visit there. Enemies are much harder to avoid on ice, so you should just expect to fight. Also, there's some chests in here, so look out for those while you're sliding around. Once you make it through the cave, and then to the next area, you'll get to fight the boss.

Boss Fight: Kyobos

He's big. He's tough. He hits like a truck. What do you expect from a Flay creation? Was the Buffacow not warning enough?

You can't really "win" this fight. You just need to get him down to as little HP as possible, and then the fight will change into a cutscene. Remember how I'm always telling you to equip Puniyo with Light Fall? This fight is one of those reasons. Unload with all your Light-based attacks, and you should deal enough damage to bring him down in fifty turns or less. Watch out when he attacks, though; he hits everyone at once, and can deal enough damage to KO weaker characters. If you have trouble, try using defense-buffing items on Puniyo and Lily, since they're the most likely to take damage. Also, since Puniyo should be occupied with dealing damage, have someone throwing Heal Alls to keep up your healing; you should have been able to derive the recipe a few weeks ago, and you won't really need that many.

After the battle, Ulrika's workshop will team up with you, because the monster is apparently just that strong. You'll get to bring one character along as a guest; you can pick whichever you would like, but I personally recommend Ulrika. She's got a lot of good party skills, which won't hurt your group at all. Moreover, she has Cannonball, which does great damage and attempts to inflict every status ailment possible, which is a winner in my book. If you decide not to pick her, then Pepperoni is a good second choice; nothing like another heavy-hitter.

Unfortunately, now you need to trek back down the mountain, so get to it!

Boss Fight: Kyobos (round 2)

Well, after Raze struggles with his growing insanity, it's time to beat this guy up once and for all!

Use the same tactics as before, unloading with your powerful Light skills. He's got the same tactics as before, so be sure to watch out for his large damaging skills. He can get more than one turn in a row, too, so be careful when squishy characters like Puniyo are out in play. If you're careful, you should be able to burn his HP down again without too much effort. Unfortunately, he'll run away again! Time to chase after him some more, it seems like. To the School Entrance!

Round 3!

This is basically cut and dry, by now. You did it two times before, so this should be easy. Take him out and be done with it!

Once he's gone, Eugene and Reicher will have an unfortunate reunion. Sounds like it's time for the next chapter!

> Chapter 8 <

Opening Event

Graduation is soon, and everyone is a little tense; Raze has sunk into an even deeper funk thanks to the events of the last chapter, which isn't doing much for party morale. Unfortunately, you still have six more weeks before we'll get to see any resolution on that, so go ahead and follow the normal routine. There are a lot of good recipes in the shops this chapter, but you won't be able to make most of them right away.

Week 1 Class: Combat VI Runaway

Supplies: Air Drop x1, Cheese Cake x3, Ceramic Plate x3

Another mandatory class! Just when you thought you might have a little more flexibility at the end of the year, they go and stick you with this. It's actually a fairly difficult class, as well. Your assignment is to kill as many monsters as possible ... but the monsters have a tendency to run away when their turns come up. In order to be successful, you'll need to destroy them as fast as you possibly can. This class unlocks the Deep Sea Ruins, which is where you'll need to go.

Obviously, Raze's Leading Swordsman title will be useful here, as well as Spd+ and Atk+ items. You'll need to have advantage when you start your fights, too, otherwise you won't be able to bring your supporters in. I recommend placing Puniyo in the support row, and then swapping her out with whatever character gets to act first; that way, you'll get to use Taro's Sternness and unleash doubled common skills as fast as possible. Vortex is a good skill for this, as it does a lot of thunder damage, which the enemies are weak to. You'll want to bring along quite a few Knowledge Soups to ease your SP burden, as well.

Tip: I'm not sure if I want to put that in my mouth...

Flay gave you an Air Drop at the start of class, which lets you reach the Deep Sea Ruins. This map is under water, which is a bit unusual. You run around like normal, but are allowed to jump indefinitely; simply press [Circle] over and over again to swim upwards, and you'll float back down once you stop. Use this swimming technique to reach all the areas in this new map.

Naturally, you should make sure to do a lot of analyzing and gathering while you're here. With a good use of Vortex and some Thunder Rods, you should be able to annihilate all the enemies before they run away, so make sure you explore every nook and cranny not only for enemies, but also for items and recipes. There's several items here that you'll need for the recipes you purchased at the beginning of the chapter. Once you've fought all the enemies, return to Flay for a grade.

Week 2 Event Class

Hmm ... you have to fight some Alumni? I guess that doesn't sound too bad. Spend some time making better equipment and synthesizing all the recipes you got from the last class, then head out to the Underground Sewer.

You'll be up against three different enemies, but the way it works is almost like a Chain Battle. You won't get to restore HP or SP between fights, and your buffs will wear off as well; keep that in mind as you fight.

The first enemy is just a Graduate. He's not really that tough, and if you pound on him as hard as you can, it's unlikely he'll get more than one or two turns. He doesn't do a terrible amount of damage, but he can kill your weaker characters if you're not careful. Bring along Heal Alls and Knowledge Soups, and just unload everything you have on him; there's no reason to spend that much time fighting.

The next enemy is a little tougher, but not by much. He's got an annoying time skill, and he can hit for quite a bit of damage. Still, he's not a whole lot tougher than the last guy, so if you did some prep with your Grow Book this really shouldn't be much of an issue, either. Spend the first couple of turns tossing SP-restoring items, and then let him have it. If you get low, don't bother using SP to heal yourself; toss a Heal All, or an X-Heal aimed at the middle character.

Just a Combatant, however, finally starts to provide a decent challenge. She has an incredibly powerful time skill that hits several times, and hits often. This can easily send your characters into Break status, so watch out. Her other two skills will either Seal your skills, or severely damage your party. You'll start this battle off a little worse than the last two fights, but you should have built up quite a bit of Finishing Gauge in the meantime. Concentrate on healing your characters, and then attack aggressively. You should be able to bring out a Finishing Strike, which will go a long way to ending this match.

Like most fights, this is just a matter of endurance. If you brought along enough restoratives, and made sure to upgrade your Grow Book as best you can, this should be no trouble at all. You go up a grade for each enemy you manage to defeat; You'll get a C for one, B for two, and an A if you defeated all three. If you couldn't even beat one (which would be a surprise ... did you lose on purpose?), then you'll receive a nice F stamp.

Week 3-4 Class: Combat VII Adversity

Supplies: Misty Curtain x3

Even though it's the end of the year, the teachers are considerably lazy. You'll need to fight the Machine Blader V3 at Calm Snow Mountain, while afflicted by some bad status effects. It's not so bad, really; everyone is merely cursed. You can't cure it, so just unload with everything you have. You should be able to take out his two flunkies with one attack, and then it's just a short job of chipping away at the Mech Blader V3's health. You should be able to beat this in a handful of turns, which is enough to get an A.

Combat VIII Defense

Supplies: Divine Shield x3

This class is definitely weird, at least as far as everything else you've taken goes. You need to fight a monster in the Dumpster, but it is completely immune to damage. Instead of fighting, you need to concentrate on sustaining as little damage as possible.

You'll notice you are provided with some Divine Shields, and that's a step in the right direction. Equip everyone with items that raise their defense as high as possible, as attacking and common skills are irrelevant. Then, while you're actually in battle, toss Divine Shields and other defensive items to keep everyone shielded. Use as many Support Defense options as you can. Although you can't do any damage, try to attack in order to get into Unite Mode, so that you can use Chain Defense to raise your grade. The enemy will continue to summon suicide bombs, and those bombs will run into you for massive damage every time their turn comes up. Do your best to heal between shots, and keep defending!

After a few rounds of attacks, the fight will end automatically. The amount of damage you take will be deducted from your grade, and the number of Chain Defenses will add to it. If you're careful, you should be able to get an A without too much effort. During testing, we regularly ended with three unconscious characters, and still received an A. Even executing one Chain Defense will greatly increase your chances of doing well on this assignment.

Chapter 8 Closing Event

Flay's assignment for your Final Exam is to defeat the strongest monster you can. This matches up well with Lily's Final Exam too, after a little bit of thinking. You need to go defeat a powerful monster, who drops the ingredient needed for one of the most difficult alchemy recipes known to man. Natural, this will be a very dangerous assignment, so make sure you're prepared before you leave.

First, head out to the Millenium Forest. It's a new area, so there's a lot of exploring you'll want to do. Try to gather as much stuff as you can, while making your way to the end of the map. The enemies here have alternating resistances to Fire and Water, so pick and choose your attacks.

Tip: Well, I suppose we have time...

After you hit the first gathering point, use the Wings of Icarus to return to your workshop. You should have the items you need to make a few more new recipes, thus filling out your Grow Book that much more.

The enemy is at the end of the map, so be careful once you near the last area.

Boss Fight: Ancient Tree Fairy

I suppose this fight should be difficult, but everything is weak to Fire. An easy way to power through this is to ensure that Puniyo has her Magic Attack stat as high as you can get, and equip her with Teraflame. Have Yun, Raze, and Et out, and immediately use the Switch command to change Et for Puniyo. Raze should analyze the the Ancient Tree Fairy, naturally, and then have Yun unload with Speedy Flame Bomb, while Puniyo uses Teraflame. If you have been saving up a Finishing Strike, the above combination should put you into Unite Mode, with a Finishing Strike as an option. Simply select Yun, and pat yourself on the back for one-shotting a boss.

After the fight, you'll head back to the workshop. Something isn't right with Raze ...

> Chapter 9 <

Chapter 9 Event

Something strange is going on. A mysterious voice appears in Raze's head, which drives him into a rage. After hurting Whim on accident, he flees the academy. Things can't get worse, right? Well, maybe they can. Reicher has gone mad with a newfound power (from the Soul Mana), and is probably going to wreak havoc soon. Or be a boss. Who knows!

You start off in a new map, with only Raze under your control. Carefully move through the area, collecting items and chests as you make your way along. There's a few gathering spots, so stop at those while you're out. After a short walk, you should meet up with Ulrika, who will join your party. You're both pretty lost, so just keep going in a new direction, gathering and exploring as before. You'll get into a few fights, but don't worry too much; if you've leveled Raze up properly, he should be strong enough to fight anything, and Ulrika will provide a decent amount of backup.

Once you pass through the next two areas, you'll come upon Reicher. He isn't happy to see you at all; that's fine, though, because Raze and Ulrika aren't too thrilled, either. We finally learn the real truth behind Raze's hatred for mana, and then the swords come out. I love it when things turn to violence!

Boss Fight: Reicher

This guy is way too tough for you. You can't actually win, but go ahead and give him what you've got. If you're in a hurry, you can just keep pressing [X] until you lose.

Pepperoni will show up just in time to save you. He can't win, either, but he'll buy you enough time to run away. After a short talk with Ulrika, you'll end up back at your workshop with the rest of your party members. Now is the time to go buy all the new items from the stores, and fill out as much of your Grow Book as you can. The final dungeon is upon you, and you need to be prepared! Stock up on healing and restorative items, and make sure you've got the best gear sets you can.

Once you've prepared, go talk to Eugene in the Infirmary.

After Eugene explains everything, you'll get a chance to talk to your friends in the workshop. Whoever you talk to first will determine what ending you get, so choose wisely. Once you're ready, return to the Windy Field. After a quick little scene, you can now enter the Dragon Graveyard, which you should proceed to do.

Tip: There's bones in them there graves!

There's a lot of new items in the Dragon Graveyard. Return regularly to your workshop so you can synthesize new equipment and upgrade your characters.

Eventually, after you make your way through the arduous Graveyard, you'll confront Reicher again. This time, you've got your friends with you, so you're not so much of a pushover now.

Boss Fight: Reicher, part 2

Reicher is tough. Really, really tough. He'll start out with a skill that shields his health bar. While the shield is up, he'll take 0 damage from every attack. Basically, you need to wear away at the shield before you can do any damage to him. He'll also cast it again when his health falls to around 50%, so be ready to deal with that again.

Reicher is also very fast, and has a really sneaky skill. Whenever a character enters the Break status, Reicher will get a free attack against her. This hits for around 250 or so damage, and will pretty much K.O. any character. The exception to the rule is anyone with Guts, or Raze if you happen to get lucky with his revival skill. Reicher will also power himself up once he starts taking damage. When his shield turns into a second sword that is six times the size of the first, watch out; his attacks will usually hit everyone, and do insane damage. X-Heals and Revive items will be the order of the day here, as you'll burn through quite a stock.

There's no real strategy here. He's not necessarily strong against anything, but he's not weak against anything, either. Use your Support Defenses to evenly spread the damage out, and load the grid up with time skills to help chip away at his shield. Reicher has a skill that will make the time grid practically invisible, making it difficult to play your moves, so you'll just have to be extra careful. Unload with all your best combos, and make sure to revive fallen characters as soon as possible. If you can, equip Puniyo with a strong, single-target common skill. You can get upwards of 8,000 damage per skill use with her (assuming you have Taro's Sternness), which outclasses anything your other characters can come up with.

This is going to be a long, hard fight. He is very beatable, though, especially if you took the time to upgrade your Grow Book to at least 87% on all your characters.

Once you finish off Reicher, that's the end of the game for Raze's story arc. Do you feel good? You should! Enjoy whichever ending you picked, and then move on to Ulrika's story; there's still a lot of game left for you!

> Ulrika Introduction <

I hope you enjoyed the cutscenes and paid attention to all of the characters. As you will be interacting with many of them frequently as the story progresses. Now it's time for you first assignment, But don't worry its fail proof and is mostly used to teach you the basic game mechanics through tutorials. So take your time and have fun.

> Chapter 1: Phase 1 <

Week 1: Alchemy I Basics or Synthesize a Heal Jar

Unlocked Areas: Starting Campus, and Learning Bridge
Items Available for Purchase: None

Tony is your homeroom teacher and he'll be torturing… I mean teaching you for the next year. Tony has a wonderful first assignment for you. You'll need to synthesize a heal jar. So, off you go to the learning bridge to collect the ingredients.

You need to collect:

1x Unknown Root

1x Water

1x Taun

You will receive the Wings of Icarus and 3x Heal Jars to help you on your first assignment. But for now lets follow Mr. Tony to the Workshop Building. You'll be presented with your very own workshop from which you can synthesize and save 'n load the game. Then its off to the learning bridge to collect those ingredients.

This first assignment will be very straightforward. As literally the map is just a straight path. You will find the Magic for Beginners recipe in a chest in the middle of the map and a save/heal point. Check your map carefully and get used to using it. It will show you the location of a fruit collection point. The first ingredient is received from a mandatory battle at the beginning of the map. The second and final ingredients are freebies as you progress down the map. You may use the Wings of Icarus to instantly transport back to the Academy if you wish. The map will reset once you leave and if you wish to gather more ingredients from monsters or the gathering fields you may return at any time. I recommend gathering as much as you can early on for later synthesizes.

Once you've gathered the required ingredients, you'll need to head for the faculty Building and Mr. Tony's Room. Mr. Tony will walk you through synthesizing your heal jar.

Congratulations, you've passed your first assignment with flying colors. But this is only the beginning.

Week 2: Searching 1 Basics or Gathering Stuff

New Areas: Administration Building (Student Affairs, Student Store, and Infirmary)
New Items available for Purchase:
(Student Store)Mom's Cooking, Uni, Goat Milk, Magic Cord, Basic Spellcasting, Fairy Hammer, Male Uniform, Female Uniform, Legien Steel, and Glacier Stone.
(Infirmary) Heal Jar.
(Campus Grounds Stall) Bee Hive, Huffin, and Beast Fang.

In this assignment you'll be heading back to the Learning Bridge to do some more gathering. You'll receive 3x heal jars and 5x uni for supplies. The requirements for passing this class are going to all the gathering points on the map.

The first gathering point is on the low wooden bridge that has the save/heal point. Its where you got the water for the last assignment. The second gather point is the hanging fruit spot on the next part of the map. The third gather point is just alittle further down from the second gather point, it is tucked further in and may be alittle hard to spot. Your map will help point it out. The fourth and final gather point is the unknown root garden from the previous assignment, so just keep heading down to the end of the map.

Once you have visited all of the gathering points. Head back to the Academy and see Mr. Basshum in the Faculty building for your stamp.

Week 3 Event 1: Mid-Terms

New Areas Unlocked: Fairy's Tree, Living Water Forest,
New Items available for Purchase: None

Looks like Mr. Tony already has plans for Midterms. Now would be a good time to check your grow book and try your hand at synthesizing more items so that you can power up your characters. The assignments will now become more difficult. So check your grow book often and see what you need to power up your characters. It would also be a good idea to stock up on some Heal Jars, if you've gotten the hang of element mixing go ahead and mass produce some but you can always buy some if you would prefer at the infirmary.

After the cutscenes, head to the Fairy's Tree. Keep going straight down the path until you see a ladder to your right, go up it to get the Fairy's History Recipe. Head to the next screen, watchout for the trampoline on the path it will throw you into a nest of enemies. But if you angle yourself to the northeast correctly it will throw you up into a platform in the trees where you can gather fruit. There are two more trampolines if you can angle yourself carefully. If you fail it will throw you back down into the nest of enemies.

Now keep going down the path and watch the next cutscene. Now that we have our very own fairy we can head for the Living Water Forest to begin gathering the ingredients for the Mid-Term Exam.

The Living Water Forest is fairly straightforward, the enemies should not be too difficult if you've taken the time to synthesize and update your grow book. Keep going onwards eventually you'll find a vine covered cliff with a ladder infront of you. Head up in and if your careful with your jumps you'll find a chest with a metal gauntlet on the left side pillar and two gather points if you jump to the right pillar.

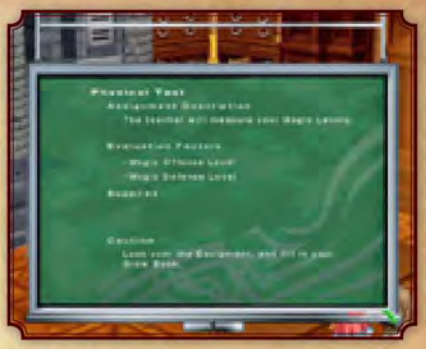
Head to the next scene in the far eastern corner you'll find your first fishing spot. Move on to the next scene and you'll run into a Save/Heal point. At the next screen you'll find some vine pillars and two ladders head up them and you'll find a chest with a Feather Charm in it. Just alittle further head is another save/heal point. Make sure to save your game here as the boss fight ahead can be tricky for some. Continue on ahead and watch the cutscene. After the fight, hop up on the vine pillar and grab the Water tree fruit. Then head back to the workshop and watch the cutscene.

Boss Fight: Raze, Et and Lily

The key to this fight is to concentrate on one person at a time. If you picked up the metal gauntlet and feather charm you will be able to use fire magic and cure. I recommend putting your living bouquet accessory on Chloe and have her focus on healing while Ulrika and Pepperoni use their skills and basic attacks to pummel each character into submission. I suggest focusing on them in this order, Lily, Raze, and then Et.

> Chapter 2: Phase 2 <

Week 4: 3rd Assignment -- Physical Test



New areas Unlocked: None
New Items available for Purchase:
(Academy Store) System Theory 1, Tasty Preservation, Bitter Grape, Water Tree Fruit, Al-Revis Dress Code, Stape Accessories, Gauntlet, and Canone Rock.
(Infirmary) Cure Jar, and Nectar.
(Campus Grounds Stall) Night-In-Grape, and Tuft

For this assignment you'll be taking a "Physical Test" To pass with a high grade you'll need to make sure everyone's grow book is maxed out. So if your missing any ingredients for your synthesizes nows the time to make a few trips off campus and check out the stores for anything they might have handy.

If your still having problems filling out your grow book. Remember that alchemy is all about experimentation so don't be afraid to try different ingredients you might just make a whole new recipe that will unlock the grow book further. Also, never forget the importance of high ether level items, the additional ether effects can prove quite useful.

Once your satisfied with your grow book and have all of your new items equipped head to Mr. Tony's room in the Faculty Building.

Week 5:

New Areas Unlocked: None
New Items available for Purchase: None

Looks like we have a new member for our workshop, Now would be a good time to experiment with formations and do a few mock battles off campus so you can see who you like in the vanguard or as support.

Once your satisfied with your party's formation. Head to the Administration building for this week's assignment.

4th Assignment: Alchemy 2 Combat or Bash 'n Smash together!

For this assignment you'll need to learn the ins and outs of the 'Unite' mode to defeat a special monster. You'll receive 3x Nectars and x3 Flames to aid you in combat.

Head to the Living Water Forest off campus. You'll be looking for the 'Kodachi'. Sadly you cannot activate 'unite' mode until you have your fight with Kodachi. So make sure you save at the second save/heal point on the map. So you can make sure you get the grade your aiming for. Kodachi can be found on the next screen right after the second save/heal point.

Here are a few tips to help you maintain 'Unite' Mode. Focus only on attacking, any attacks that are multi or more than one stage will boost the 'Unite' Gauge faster. Any damage you take will lower the 'Unite' gauge. If your aiming for a A+. Then you'll need to finish Kodachi in just one 'Unite' Mode. If you fail to finish Kodachi the first time you'll need to reload or settle for a B. So keep yourself out of 'Unite' mode until you've finished off at least one of Kodachi's minions. Then you should have no problem finishing what's left in one 'Unite' mode. You should also use one of the flames you received as supplies to synthesize a flame ring. Kodachi's gang is vulnerable to fire magic so laying done some heat can help to end the fight quickly.

Once you've finished off Kodachi head back to Principal Zeppel in his office for your stamp.

Week 6: 5th Assignment: Pharmacy 1 Ether or Ether Madness!

New Areas Unlocked: None
New Items available for Purchase:
(Student Store) Alchemy Technology

For this assignment you'll need to create a ether level 100 flame. Head to the student store and pick up the required recipe. Then its off to the workshop to begin the synthesize.

You will need the following ingredients to attempt a 100 ether level flame.

Canone Rock – Purchased at School Store

Nicro Cloth or Zettel – Best to synthesize to a high level as practice.

Bee Hive or Grain Powder – Best to use the Bee Hive unless you want to practice improving the Ether Level on the Grain Powder.

I recommend using Pepperoni as most of the items are earth based and his ether ability will help you with that considerably. Once you've synthesized the flame head to Mr. Zokka at the Infirmary for your stamp. Afterwards check your grow book for the unlocked third slot on your 100 ether level item.

Free Time:

New Areas Unlocked: None
New Items available for Purchase: None
Jobs: 3 jobs available

If you've obtained the required units you can now have some free time. You may either spend time with your allies and immerse yourself in their character stories. Or you can choose to do Jobs that are available at Student affairs for rewards.

Just remember you can only choose one character story per free time slot. But you can do as many jobs as you wish.

Final Exam

New Areas Unlocked: Old Quarry
New Items available for purchase: None

It's time for the Final exam, looks like we need to get a puniball. Head to the general studies classroom.

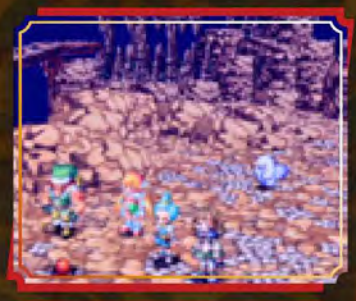
After the cutscene you'll need to head to the Old quarry. At the first intersection to your right you'll see a chest up on a ledge but you can't get it yet. So just continue on straight for now. At the next screen you'll find a save/heal point. The next screen over you may notice a second set of tracks blocked by a large rock, we can't go this way yet so just ignore that for now and head straight to the next screen. Use action on the mine cart and let it carry you until it stops itself.

Now if you continue down from where the cart stopped you'll head to the boss battle, but if you hop

off and trek backwards you'll find a few goodies that will make the fight considerably easier. If you just want to head straight for the battle skip down to the boss strategy part.

Backtrack from the mine carts stopping point across into the next scene, then cross the first rail and descend down below before the second rail. You'll cross around rail and go further down and find a chest with the practical toys recipe. Head back up and cross the second rail, Head straight forward and you'll find your first mining gather point. Head downward and continue on to the next screen. You'll come outside the quarry to a small cliff area with two new gather points. Now head back to the mine carts stopping point. From the mine carts stopping point jump up onto the rail above you. Continue down the rail to a 3 way rail junction, down south leads to a chest with Megingjorz inside. The north path will lead to a stone pillar. Continue from here and cross the second rail to find a chest with Arabesque stole inside. Now head back to the mine cart and jump down and finally head south. At the next screen you'll find a second mining point. Down to the south you'll find a second mining cart, don't activate it just yet. Jump over the mining cart and behind the wooden stop you'll find a couple monsters and a Ivory horn in a bag. Now use the mining cart and jump up onto the rail above you. Here you'll find a second heal/save point. Proceed to the next screen to start the boss battle.

Boss Fight: Yun



Fake Boss Battle:

This is not a full battle, just do a few hundred points of damage to him and the battle will automatically end and move to a cutscene.

Real Boss Battle:

With your new ally in tow you'll take another crack at Yun. Make good use of the 'Unite' gauge. Keep a close eye on your health and use healing spells and items as necessary. If you've maxed out your grow book for now this battle wont take very long and Yun shouldn't be able to knock even one of your characters down. Yun's fiery fist isn't too worrisome, but he does have a lot of HP.

> Chapter 3 <

Summer Break

Summer Break is here, you won't have to worry about assignments for awhile. But Ulrika has plans for Uryu. Remember you can do as many jobs as you like a week but only one character story. The character story automatically advances you to the next week once finished.

If you want to skip a week just head to the girls dormitory and use your bed.

The Library will be unlocked right after the cutscene, This is a dungeon area within the academy and is full of goodies and can be a fun place to explore.

Week 1

New Areas Unlocked: Library
New Items available for Purchase:
(School Store) Mechanical Book, The Battle Cook, Piece of Glass, Brown Groundwater, Puniball, A Bomb and I, Centenmary Academy, Commercial Ball, Cyprus Copper, Rocky Oak Chip
(Infirmary) Knowledge Soup
(Campus Grounds Stall) Clearwater, Mandora Root, Joro Spider Web, Ice Sugar
Jobs Available: 5

Week 2

New Areas Unlocked: None
New Items available for Purchase: None
Jobs Available: No new Jobs

After the cutscene you'll now have the ability to open a bazaar. This can be very useful if you attach the right ether effects to your items the value can double and you'll never have to worry about slaying monsters for cole again. It will also allow you to buy your synthesized items from the other stores and not have to worry about constantly synthesizing more advanced ingredients. Be careful of when you choose to open the bazaar though, as it will consume the entire week so you will not be able to do a Character Story as well.

Week 3 & 4

New Areas Unlocked: None
New Items available for Purchase: None
Jobs Available: No new jobs.

Free Time

Week 5

New Areas Unlocked: Broken Plank Bridge
New Items available for Purchase: None

Looks like it's time to get serious about Uryu's training. After the cutscene, head to the Classroom Building's Hallway. After the cutscene, Puniyo will join the party as guest character. Now head to the Workshop Building's Hallway. After the cutscene, head to the Faculty building and go into Principal Zeppel's Room.

Doesn't look like they were very helpful. After the cutscene head back to the Faculty building and go into Mr. Tony's Room. After the cutscene, were finally off for some real training in the mountains we also need to find a Radish for Mr. Tony. So let's head to Broken Plank Bridge.

Head straight down the bridge to your left you'll find a chest with 900 cole inside. On the next screen

you'll arrive at a split take the right path and you'll find a chest with a Gnardi Ring inside. Now head back and take the left path head down alittle and you'll start a cutscene. You'll gain back control in-front of a fruit gather point. Watch out for enemies behind you. Head back to where you originally were and take the ladder down. Keep heading left and down onto the next screen. Move up and over the ladder and down to find a fishing spot. Go back up the ladder and continue down the bridges to the next screen. After the cutscene, you'll find a chest right next to you with x5 heal jars. Continue down the path before you cross the bridge you'll find a gathering point for Clearwater. On the bridge you'll find a chest with a Jar of Genuk inside. Next to the chest is a second fishing spot. Move on down the bridge to the next scene. You'll find a heal/save point immediately. Go up the ladder and take the path down to find a chest with a Aroma Bottle. Now head straight up the path and jump up on the wooden ledges. Take the right path to find a chest with Follower's Shoes inside. Now continue up on the path to the next screen. Continue straight and up both sets of ladders. This will start a cutscene the boss battle below will follow.

Boss Fight: Sasalina

This fight should be pretty quick, just watch your health as Sasalina will occasionally use a powerful attack and attempt to seal your allies. Make good use of Puniyo as she has a natural healing ability and rotate your allies in and out as necessary. Otherwise, strive to keep your 'Unite' Gauge up so you can make quick work of her as the longer the fight continues the more her Boost will increase her damage.

> Chapter 4: Phase 4 <

Summer Break Is over and it's time to head back to class, but before you go a new area the Training Sea will open up. Feel free to experiment and have fun on this new day/night cycle based map. You should make good use of the three heal/save points located throughout the map as the camp feature will allow you to fastforward time so that the tide will rise and lower. This way you can access new areas to find all sorts of goodies.

Once you've had your fill of the new map head to Student Affairs to begin your new assignment.

Week 1: Combat 1 or Heya Flaya!

New Areas Unlocked: Training Sea
New Items Available for Purchase:
(Student Store) Tiger's Roll, Theory on Crystals, Home Style Alchemy, Blood Rose, Equipment Guide, Trendy Accessory,
(Infirmary)
(Campus Grounds Stall) Gear, Balloon Fish
Assignment: Combat 1 or Heya Flaya!
Supplies: x3 Cure Jar, x3 Lighting Rod

It's time for our first combat class with Flay. You'll need to head back to Broken Plank Bridge and slay the Giantwing Dragon. The main focus on this assignment is learning and mastering the Finishing Strike and Intimate Strike techniques.

You'll find the Giantwing Dragon on the last screen. The same one as the last events Boss Battle. The save/heal point is on the screen before the Giantwing Dragon.

Boss Fight: Giantwing Dragon

For this fight you'll need to use the new Finishing strike and Intimate strike techniques to earn high marks. Battle speed is also very important, so don't bother with healing unless it's necessary focus on attacking and using your new techniques. The tutorial will give you a free Finishing strike attack if you choose to watch it. Make sure to watch your health and rotate your party members when not in 'Unite' mode. So as to give them a chance to rest. The Giantwing Dragon does fairly high damage and has immense HP reserves so using a Intimate Strike technique will slash its health bar down quickly.

Head back to Vice Principal Flay in his Room in the Faculty Building once you've defeated the Giantwing Dragon for your stamp.

Weeks 2, 3, 4, 5, and 6

New Areas Unlocked: None
New Items Available for Purchase: None

You'll now have the option of picking what order you want to do the next three assignments in. This guide will do them in the following order (Alchemy III History, Synthesis III Creation, and Searching III Mining) If you wish to do them in a different order then please skip down to the appropriate part for help.

Remember you only need to attain the required units, once you have all of them the rest of the chapter will change to free time until the event.

Assignment 2: Alchemy III History

Supplies: 3x Heal Jar

Looks like we need to find a book in the Library and answer a few questions for Principal Zeppel. You'll find the book in the fourth screen on the bottom floor, there will be a Star Indicator flashing next to the bookshelf. Once you've read the book head back to Principal Zeppel in his room for the quiz.

Here are the answers you'll need.

Q: What did it say was important in order to become a good alchemist?

A: Patience

Q: "Read a lot of books, pray to god…" and what came after that?

A: Work hard

Q: What is important knowledge for alchemists to have?

A: Forging and glass work

Assignment 3: Synthesis III Creation

Assignment 3: Synthesis III Creation
Supplies: None

You'll need to synthesize a different item that doesn't normally require a cloth coat. This is called deriving and you've probably already done this a few items. You'll need the Al-Revis Dress Code recipe from the store to synthesize a Cloth Coat.

You'll need to synthesize a Floral Coat to pass with a A. If you just synthesize a normal Cloth Coat Mr. Tony will go easy on you and give you a C. If you have made a Steel Coat you can pass that off for a B.

Assignment 4: Searching III Mining

Supplies: None

You'll need to synthesize a Repeating Pick if you haven't already you can find the Recipe at the School Store. Once you have the pick, head to the old quarry. You'll need to visit and mine all three mining gather points in the old quarry.

When you're done return to Mr. Basshum for your stamp.

Free Time

Jobs Available: 5

Once you've obtained the required units you'll be treated to at least two weeks of free time depending on how quickly you obtained them. You'll now have the ability to use Role Sharing. This can be very helpful for having someone else get a few specific ingredients that otherwise you would have to run all the way to the end of a map to find. Or synthesizing a few extra items for battle.

Week 7

New Areas Unlocked: Underground Sewer
New Items Available for Purchase: None

Oh no, looks like the School Festival's been cancelled. But with Flay's advice Ulrika is determined to change that. First we'll need to gather plenty of people to make our voice heard. So head to the Classroom building and make your way into each of the classrooms. With our army of students assembled and "G's" advice, head to the auditorium and proceed to invade it.

You'll now face a few battles against the "vigilantes" If you find these battles difficult at all you should reload and work on filling out your grow book more.

This first fight shouldn't be difficult at all, use multi phase attacks and then defeat them one by one. The second fight should be just as easy.

After you've secured the Auditorium Et will join your party as a Guest. Now it's time to head back to the Cafeteria to come up with our next plan to bring back the School Festival. Oops, looks like the "vigilantes" have already attacked the auditorium while we had our pow wow in the Cafeteria. Rush back there and show them who rules this school!

Blast, now the Cafeteria is under attack, Let's hurry over to there and see if we can still save the day. Make sure you're well prepared with healing items just to be safe though.

Mini-Boss Fight: Yun

It's a trap! But don't worry, Yun can be easy enough to defeat if you just watch your health and rotate your support. If the "Vigilante" fights were easy enough for you this won't be much harder.

Uh oh, things aren't looking too good for Miss Ulrika's School Festival Liberation Army. Luckily "G" has a plan, hurry to the underground sewer system. Follow the Map straight forward and you'll find a chest with the Southern Technology Recipe. Continue to the next screen and you'll find two gather points in front of you and forward and down you'll find a Brown groundwater gather point. Continue up to the next screen take a right and you'll find a chest with the Health Newsletter Recipe. At the next screen you'll find a save/heal point make sure to save as the battle ahead could be difficult. Before you head to the next screen you'll find two gather points further right.

Boss Fight: Yun, Puniyo, Et, Raze and Lily

This is a two stage boss battle. In the first stage you'll fight Yun and Puniyo. Focus on Puniyo first, as she has the ability to heal herself and Yun. Once Puniyo is down finish off Yun.

For the second stage, focus on Lily first. Make sure to use as many multi sphere attacks as you possess to keep your 'unite' gauge up for additional damage. Once Lily is done finish off Raze then Et.

Ah ha, Now the truth has come out and it looks like we'll finally be able to have a School Festival after all.

> Chapter 5: Phase 5 <

After the cutscene a new map will open up. The Cruise Ship of Time. This is a good place to find some new ingredients, gain AP, and have a blast exploring. Make sure to spend some time atop the masts you'll find plenty of goodies tucked away.

Weeks 1, 3 and 4

New Areas Unlocked: Cruise Ship of Time
New Items Available for Purchase:
(Student Store) Black Application, Fishing Alchemist, Black Oil, Unlucky Inventor, Shiny Screw
(Infirmary) None
(Campus Grounds Stall) Chrome Crystal, Monster Bone

Once again you'll have the choice of three different assignments to complete. But you only need to attain the necessary units then the rest of the chapter will revert to free time. This guide will do the assignments in this order, (Searching IV Maps, Synthesize V Accessories, and Pharmacy II Ether Apps.)

Assignment 1: Searching IV Maps

Supplies: None

Looks like we'll need to make a complete map of the Training Sea, you also need to visit every gather point to rack up additional points for a higher grade. Use the three heal/save points and camp to change the time to rise and lower the tide this will open up new areas of the map.

Gather Points:

x5 Ground

x2 Mining

x4 Fishing

x1 Water

Assignment 2: Synthesize V Accessories

Supplies:

For this assignment you'll need to synthesize a Refuel Ankh with at least one common skill. The ether level and the skill attached to the item will determine your grade. I suggest making the lowest ether level Refuel Ankh you can for a A+.

Assignment 3: Pharmacy II Ether Apps

Supplies: None

For this assignment you'll need to make a Nectar with a Ether level of 0. For this I recommend using Enna if you have multiple wind based items and selecting the opposite element of the ingredients to achieve the required ether level. An ether level of 11 or lower will earn you an A.

Week 2 School Wide Marathon

Supplies: None

Oh boy, a marathon! Quick hurry to the Cruise ship of time. If you've taken a little time to explore the Ship earlier this marathon should be a piece of cake. You'll need to make your way to the end of the map. Along the way you'll have to take three quizzes. Your grade depends on how quickly you make your way to the end of the map and your correct answers.

Here are the answers for the quizzes:

Quiz 1:

Q: 1,654 – 1,539 =
A: 115

Q: 123 x 3 =
A: 369

Q: 1,000,000 / 200 =
A: 5,000

Quiz 2:

Q: What is the correct name of our school?
A: Al-Revis Academy

Quiz 3:

Q: A ruler, eraser, and a pair of scissors. Which tool can save the most money?
A: Scissors

Free Time

Jobs Available: 5

Once you've obtained the required units you'll be treated to more free time again. Now would be a good time to setup a bazaar and sell some high ether level items like Alchemist Steel. This will be a huge time saver since you'll be able to buy the items you sell at the stores around school instead of having to collect the necessary ingredients to synthesize them yourself.

Week 7 School Festival Event

Hooray!, its finally time for the school festival. Let's make our way around the school and see all the attractions. Visit the Classroom Building, Faculty Building, and finally the Campus grounds.

Its time for the main event! A Battle Royale against the other students. Its a two person team battle and you'll only get to choose between Chloe and Enna for your teammate. As the rules prohibit Fairies and Animal suit wears. I suggest taking Chloe and outfitting her with healing and lighting accessories. Whoever you choose, remember you'll have to fight your other workshop member you didn't pick.

You'll need to make your way through the entire academy excluding the Library and Underground sewer system. The following fights should not be difficult at all. Remember to bring along plenty of healing items and equip at least Earth and Lighting spells. If you find your having a hard time with any of these battles head back to the workshop and open up your grow book further. Also, don't worry about wasting your SP so go all out on these fights as once there over you'll be fully healed.

After five battles you'll run into Raze in the Hallway just like in the beginning. Looks like its time to settle things with him. As your alone make sure you watch your health closely and use healing items and healing echo if necessary otherwise just use magic hammer to pummel him into submission.

Oh snap, where did Sasalina come from? Don't worry if you used up all of your SP in the last fight with Raze you'll be fully restored for this new fight. This fight should be a piece of cake compared to Raze. Just use magic hammer a few times and she'll collapse soon enough.

Now its time to finish clearing out the competition in the school. If your running low on healing or offensive items just head back to the workshop and synthesize a few more before heading back into battle. After a few more battles you'll be treated to a awards ceremony I wonder what the prize could be?

> Chapter 6: Phase 6 <

Winter Break is here, you'll automatically receive four weeks of free time. If you still haven't used the bazaar to sell a few high ether level ingredients like Alchemist Steel. Then now is the time to do so. If you've finished all the character quests up to this point, then spend some time out in the field if only to gain some AP to further unlock your grow book.

At any time you may use your bed in the dormitory to skip a week if you wish to press on faster.

Free Time

New Areas: None
New Items Available for Purchase:
(Student Store) Energy Conversation, Kittynip, Tale of Fairy Polu, Unknown Revelations, Rune Amber, Glowing White Sand
(Infirmary) None
(Campus Grounds Stall) Scream of the Dead, Beautiful Scale
Jobs Available: 5

Week 5: Event

New Areas: Fruitful Hill

It looks like Ulrika has been neglecting her Homework again. After the cutscene Yun will join your party as a guest. Since Yun has natural fire attacks, you should unequip any fire spell accessories for now. Proceed to Fruitful Hill, we'll be looking for a Yubana fruit.

On the second screen of the map if you take the right at the fork you'll find a chest with 3600 cole. Make your way to the fourth screen and a cutscene will start. After the cutscene continue onward. On the fifth screen go up and over the first vine and you'll find a chest with a earth bracelet. Continue on and you'll find a heal/save point, just past the heal/save point is another chest with a Promised Ring. On the sixth screen if you continue straight forward you'll find a chest with the Wild Life recipe. Head to the end of the screen when your ready to initiate a cutscene and the boss battle.

Boss Fight: Sasalina

Sasalina is out of her mind! This will be the hardest battle you've ever fought with her, if you've taken the time to raise your finish gauge along the way. Then this fight will go much smoother. Otherwise watch your health closely and rotate frequently as her diagonal arrow ability can cause your allies to break quickly.

> Chapter 7: Phase 7 <

Parent's day is coming up. Let's work hard on our assignments to impress our parents. After the cutscene a new map inside the Academy will open up. The dumpster is a real junkyard but you'll find some important ingrediants and the AP can be a real help as the grow book will become very demanding at this point in the game.

Week 1

New Areas Unlocked: Dumpster
New Items Available for Purchase:
(School Store) Budget Alchemy, Convient Living, Never Freeze, A Saint's Invention, Witch Hendle's Book, Elemia Silver
(Infirmary) None
(Campus Grounds Stall) Snow Bug Silk, Knot
Assignment 1: Combat IV Chain Defense
Supplies: x3 Heal All, x5 Nectar

Looks like Vice Principal Flay has another interesting technique to teach us. Head to the Dumpster, if you took the time to explore this massive junkyard earlier this should be a piece of cake. You'll need to use the new techinque Intimate Guard and well. The more damage you block or conceal by using the new techinque the higher your grade will be.

Week 2

New Areas Unlocked: Eternal Frozen Peak
Assignment 2: Rescue Training

This is another mandatory assignment. It seems Vice Principal Flay has purposely stranded some students high up in the mountains and It's up to us to save them. Make sure to stock up on some Xheals and Allheals before you head out to the Eternal Frozen Peak. Don't forget to equip any accessories you may have with fire spells. You'll find most of the monsters here are vulnerable to fire.

As you make your way across the map you'll find the survivors. There are 5 students in total.

Weeks 3 and 4

If you didnt obtain the required units from the two previous assignments you'll have the choice of two more assignments. This guide will do them in the following order, (Pharmacy III Taste, Synthesize VI Element.) Remember these will cut into your free time.

Assignment 3: Pharmacy III Taste

Supplies: None

You'll need to synthesize a wild steak with Mr. Zokkas favorite ether effect for the right taste. Mr. Zokkas favorite ether effect is medium. You'll need a ether level of 60-69 to acquire the correct effect.

Assignment 4: Synthesize VI Element

Supplies: x3 Flame, x3 Bomb Ice

For this assignment you'll need to head out to the Cruise Ship of Time and defeat the Monster "That's Hot" you'll need to exploit its weakness for a good grade. Its weakness is fire. But you can only use fire based attacks and spells if you want a A. If you only use it once you'll receive a B.

Free Time

Jobs Available: 5

Weeks 7: Parent's Day Event

New Areas Unlocked: Calm Snow Mountain

It's finally parents day and look Chloes father and Enna's Mom have come to visit. After the chat lets hurry over to the auditorium for announcements.

Looks like Vice Principal Flay might have gone too far with this time. You'll have to head to Calm Snow Mountain and stop the monster before it makes its way to the Academy. Before you set it out make sure to stop up on Xheals and Heal

alls. You won't need to many but it never hurts to be prepared. Also make sure you equip everyone with one accesories that gives a light spell and one that gives a megaheal. This will make the coming boss battle much easier.

Make your way to the end of the map for the boss battle, the middle part of the map is a frozen cave lake so you'll have to be careful as you move since its slippery going. You'll find x3 chests and numerous monsters inside. There is a heal/save just outside the final screen before the boss battle.

Boss Fight: Kyobos

Oh boy, Flay really outdid himself with this monstrosity. For this first part of the battle you wont be able to win. For now just focus on lowering Kyobos's health as much as possible try and save your final techniques for the next part if you can. Chloe wont be of much use here unless you equip her with a light based attack or use her as your main healer.

Intermission

You'll have the oppurtunity to pick from Raze's party and have one of them with you for this final battle. I recommend either Puniyo for her healing or Lily for the additional heavy magic. But the choice is up to you.

Once you've made your choice proceed back down the mountain for the final battle.

Boss Fight part 2 and 3: Kyobos

Okay, once you've made it down the mountain you'll have another almost complete battle. Use the same techinques as before and Whittle down Kyobos's health. He'll bail again. So you'll have to make your way to the Academy now and finally you'll be able to finish him off.

Part 3:

Alright, now lets finish this! If you picked Puniyo keep her active as much as possible as her healing is very important. Unleash your final techniques and dont forget to use your intimidate guard Ulrika's can be very helpful as it boosts your attacks. Otherwise just continue laying down light spells and watching your health.

> Chapter 8: Phase 8 <

Can you believe its almost been a year? Time sure does fly, speaking of which the final exam is coming up soon. We better study hard and start maxing out our grow book so that we do well.

Weeks 1, 3 and 4

New Areas Unlocked: None
New Items Available for Purchase:
(School Store) Ancient Civ, Ancient Pond, Blond Root, Hero's Record, Steel Cedar Bark, Kaleidostone
(Infirmary)
(Campus Grounds Stall) Cursed Bone, Black Feather

You'll be given the option of picking between three classes again this chapter. The guide will do them in the following order. (Synthesis VII General, Pharmacy IV General, Alchemy IV General) You will of course only need to obtain the acquired units.

Assignment 1: Synthesize VII General

Supplies: None

For this assignment you'll need to synthesize one of the hardest healing items in the game, the Elixir. The recipe is available in the school store if you havent already picked it up. The ingrediants however are abit more difficult to find. The beginning seed is found in a chest in the Deep Sea Ruins. While the Dunkelhite is found in the Millenium Forest . You should of course already have Snow Bug silk. If not, you can find plenty at the Eternal Frozen Peak and Calm Snow Mountains. You don't need to worry about the ether level for this assignment but it wont hurt to make it level 100 from the get go so you can unlock more of your grow book.

Assignment 2: Pharmacy IV General

Assignment 2: Pharmacy IV General
Supplies: x5 Unyu, x5 Heal All

For this assignment you'll need to defeat the Proto Buffacow at Fruitful Hill. Before you go synthesize a few Hypnotic Bomb Ices, and Uni Bombs with curse and poison. Since the monster is weak to status aliments you'll be able to prevent it from attacking and knock it out. The fight will go very quickly this way and you'll ace the assignment. Make sure to use only offensive items as normal attacks can deduct points from your grade.

Assignment 3: Alchemy IV General

Supplies: x3 Tera Flame, x5 Heal All

{Chpt8Assign3}

For this assignment you'll be heading to calm snow mountain to defeat the Mandrake. The catch is you can only use items, you wont even be able to use normal attacks or skills. So make sure to load up on as many Tetra flames and flames as you can as the Mandrake is vulnerable to fire. Make sure you've attached status aliments to your items as causing the Mandrake to fall asleep, poisoned, or become cursed, will help the battle go much faster. The quicker the battle the higher your grade.

Week 2

Assignment: Graduation Memento

This is another mandatory assignment, You need to give Mr Basshum, Zokka, and Miss Miranda a present that they would want. First go around the faculty building and hit up the teachers for information about what they like. You'll need to make the following to ace the assignment.

Mr. Basshum- A Ceramic plate with the ether effect small. EL 20-30

Mr. Zokka- A Pumpotatokin Pie with the ether effect flavorful. EL 80-100

Miss. Miranda- A Globe with the ether effect masterful. EL 90-100 To make a Globe you'll need to do a creative synthesis with Enna on the Global Sphere weapon. This will unlock the recipe for Globe.

Free Time

Jobs Available: 5

This is the last of your free time, so make sure to finish up any Character Quests and sell any items you want to purchase later at the Bazaar. Otherwise you'll have to wait until endgame+.

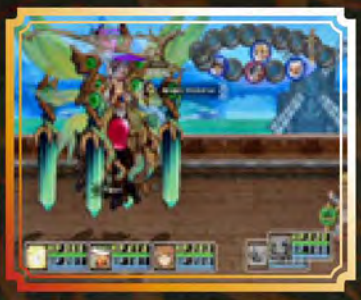
Week 7: Final Exam

New Areas Unlocked: Windy Field

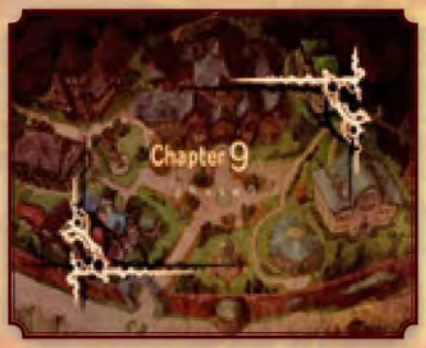
Well thanks to Mr. Tony's lack of... I mean late thinking for the Final Exam. We should have it pretty easy since we just get to make whatever we want. Ulrika has her own ideas but there alittle unrealistic. After the cutscene head to the Windy Field. Make sure your completely stocked on Xheals, All Heals, and your prefered awaken item you may need them for the battles ahead. We'll need to find the Ingrediants for Dark Water, but you'll find them automatically so just keep heading down the path until a cutscene starts. Make sure you use the Heal/save point before hand this boss battle could be tricky.

Boss Fight: Tetri

Tetri is a very powerful enemy, she has no vulnerabilites and resists all attacks. She will swap between resisting all normal attacks and all skills periodically so pay attention to her status bar. This will be a very long battle. So pace yourself and only use your multi sphere attacks when she summons a batch of minions to help her. If you can try and focus on Tetri and ignore her minions for the most part as she will summon them too often to make them worth defeating first and eventually use them as kamikazi bombs against you. If you raised your finish guage before hand that can help as its one of few attacks she cannot resist.



> Chapter 9: Phase 9 <



This is it, the final chapter! It look's like Ulrika has gotten herself seperated from everyone else in the aftermath of Uryu's explosion. For now just continue down on the path and you'll run into Raze. After a few revelations Raze will join up with you as guest. Continue down the path until a cutscene starts.

Mini-Boss Fight: Reicher

You can't win this fight, but give it your all. This can be very helpful for determining your lasting power. If Reicher beats you in less then a turn. Then you know you should work on your grow book alot more.

It's lucky for us that Pepperoni is here to save the day. (Finally) Make a dash for it while he holds Reicher at bay. After the cutscene you'll be reunited with your remaining allies.

Before Graduation

New Areas Unlocked: Deep Ruins
New Items Available for Purchase:
(School Store) Good and Evil, Forest Dew, Sunny Rose, Real Cos, Adamant Pillar, Holy Branch
(Infirmary) None
(Campus Grounds Stall) Dunkelhite, Sutakusu Weed, Fairy Dust

After the cutscene you'll all be reunited. Our destination for the Final Battle is the Deep Ruins but before running off make sure you've unlocked as much of your grow book as possible. Don't forget the creative synthesises either as they can unlock new recipes for your grow book. Once your satisfied with your grow book, load up on at least x10 Xheals, Heal Alls, and Super Nectars. You might need those for the last battle.

Tip: Pick Your Ending

Once you've all been reunited at the workshop you'll be given the option of talking to your allies before you head out. Depending on who you talk to first is who's ending you'll receive. So pick carefully who you talk to first so you can hear their ending.

Deep Ruins

Proceed down the map to the end, along the way you'll find x6 chests on the map and plenty of new ingrediants. On the second to last screen of the map you'll find a heal/save point. If you still havent opened over 80% of your grow book head back to the Workshop and spend some more time synthesizing. Otherwise save and head onward for the final fight.

Boss Fight: Uryu

Looks like this rescue mission has gone all wrong. This will be another very long battle, so pace yourself and use your healing items when necessary. Try and make good use of the intimidate guard as blocking any attack can be life saving at this point. Uryu is a incrediably powerful opponet, if you had problems with Tetri then you'll be no match for Uryu. He is resistant to all status aliments and just like Tetri constantly swaps between resisting normal attacks and skills. Uryu will also use a barrier change which can make certain element based attacks heal him. So watch for the element indicator when he preforms this action. Uryu will often summon poweful dimensional gates that will throw meteors down on your party, so focus on the gate immediatly when its summoned to save yourself some pain. The gate is vulnerable to light based attacks so if you have a light fall then you should be able to defeat them quickly enough, otherwise just grin and bear it.

> Character Quests <

Character Quests are just one of the many things you can do during your Free Time. Each Character Quest is only available at a certain time, and you can only do one quest a chapter. If you complete all of the Character Quests for a given character, you'll be able to see that character's ending once you've completed the game. It is possible to do all the quests for more than one character at a time, however; in that case, you'll get the ending for whichever person you talk to first before the final battle.

You should try and do everyone's character quests. The first three quests unlock more skills for cooperative synthesis, and successfully completing the last quest will earn you the final title. There's enough Free Time in the game to complete all the quests, though you'll need to make sure that you ace your first two classes in both chapters 7 and 8, or else you won't have enough Free Time to do quests for all four of your party members.

> Raze Character Quests <

Lily Story Quest 1

First Available: Chapter 2

Lily is bummed; it seems her relationship with Raze isn't heating up as quickly as she'd like. Time for some drastic action!

Head over to the Living Water Forest. Lily wants you to take a walk, so simply wander towards the end of the forest until you trigger another cut scene, stopping to pick up items along the way.

After the short conversation, you'll be given control again. Do the same thing as before, continuing in the direction Raze is facing. If you would like, you can run out the time until nightfall so you can pick some night-in-grapes at the tree. After you make your way through the next two areas, you'll trigger another cut scene.

But wait! There's a monster! Don't worry, though; it's just a couple of kobolds. You only have control of Raze, but you should be able to win with your eyes closed. Finish up the conversation afterwards, and that's all for this quest.

Lily Story Quest 2

First available: Chapter 4

Lily won't give up on her designs on Roze, and this time she's enlisted more competent help—presumably. Somehow, I don't have much confidence in Puniyo's plan, but we'll just have to see how it goes.

Once you're able, head over to the Cafeteria. After some slightly disturbing puni antics, you'll need to pack up and go to the Broken Plank Bridge. There you'll encounter ... more slightly disturbing puni antics. But that's ok! In a little bit a monster will come by, and you'll get to prove your love by smashing it to pieces. Ah, isn't romance grand?

It's a fairly weak monster, and it's weak to fire. If Yun goes first, you'll probably one-shot it. After that, it's all over; enjoy your moving, very emotional scene.

Lily Story Quest 3

First Available: Chapter 5

Despite the apparent success of the last fiasco, Lily is at it again. This time she's hired on some unexpected help, which promises a spell to put plastic surgeons out of business! I'm not sure if I agree with the ethics of this sort of thing, but what can you do?

Time to go get some Plane Grass from the Cruise Ship of Time! The grass is out past the third ship-shape, if you're checking your map; it's past the plant gathering area, as well. If you're doing this during Chapter 5, remember that the enemies are still fairly strong; you can defeat them without too much effort, but don't get careless. Once you get there, you'll get to play a gathering mini-game for it; however, the only item on the wheel is the plant you need, so just press [circle].

Once Lily's done fantasizing, go to Ulrika's Workshop to give the grass to Chloe. This potion is completely safe, right? Of course not! Go to the workshop to find out what's happened. Hopefully, Lily will have learned her lesson.

Lily Story Quest 4

First Available: Chapter 7

Lily is a little bummed from how poorly her plan worked last time. She's decided to stay in her room today, and Whim finally has a decent idea by suggesting Raze go cheer her up. She's in the Dormitory (naturally), so that's where you need to go.

Apparently, she's got into another mess, so you need to go get an item for a new incantation. It's in the Living Water Forest, in the gathering spot near the end that's off all by itself. If you have trouble finding it, just consult your map. The monsters here should be no trouble, but if you get into a fight it'll just be Raze and Puniyo, which isn't really a big deal.

Once you get the item, go to Ulrika's Workshop, and talk to Chloe. After some initial difficulty, Lily will finally be cured! Good job, Raze!

Lily Story Quest 5

First Available: Chapter 8

Chloe has a theory on why Raze hasn't fallen for any of Lily's previous plans. Apparently, Raze might actually hate Lily! This revelation is just too shocking. Lily decides to give Raze a break, but apparently there was a breakdown in communication; that sums up this relationship fairly well.

When you gain control, go to Raze's Workshop. Raze didn't attend class today, and he isn't in the Workshop either. Naturally, this too is a misunderstanding. You can find Lily at the Training Sea, just past the first gathering spot. You'll get into a fight, but with your endgame-geared Raze it should be fairly easy. If you have Teraflame equipped, you'll probably one-shot the monster. After you defeat it, enjoy your happy ending to this quest.

Et Story Quest 1

First Available: Chapter 2

Et's worried about her little brother hanging out with Ulrika, so she asks Raze to come along and check up on him. Head over to the Workshop Hallway to start things off, then move to the Learning Bridge when you get the chance.

It seems that Et's rules for playing tag are a bit unorthodox. Just run to the other end of the Learning Bridge; there are monsters around, but they'll probably be too weak to actually fight, so long as you match the right button. Once you trigger the scene, that's all there is to it.

Et Story Quest 2

First available: Chapter 4

Puniyo is acting weird today, and Et smells a mystery. Determined to get to the bottom of it, she enlists your help. Start by going to the General Studies classroom. There, you'll discover that Puniyo has been going to see Enna. How cute! After the cut scene, go back to the workshop.

It seems like Et got a little carried away (again), and you now need to go collect Taro and Kichi. Start by going to the Campus Grounds, where you'll arrive just in time to save Taro. Kichi can be found in the cafeteria, so head over there to collect him. Once you're done, you'll be taken back to the workshop for the last scene. Everything is alright now ... maybe?

Et Story Quest 3

First Available: Chapter 5

Et's decided to check up on Enna again; of course, Raze got drug along as well. Apparently his weapon is busted, so Et thinks you should help him out; we're nice people, so we may as well. You'll need to gather a bunch of metal from the Old Quarry, so just wander over to the ore gathering mini-games; hopefully, by now you've managed to make the Power Pick so you can gain access to the ore that was previously blocked by rocks. You only need to gather from two of the three areas, though.

Once you're done, go back to the Workshop. After a lot of trial and error, Et will finally make a machine part. Maybe. Let's go over to Ulrika's Workshop to test it out! Naturally Et makes a few unorthodox changes ... well, I'm sure everything will turn out alright. That's all for this quest.

Et Story Quest 4

First Available: Chapter 7

Et really did it last time. Enna hates her now, and he doesn't want to have anything to do with her. Sounds like we should meddle where we don't belong!

Instead of fixing the actual problem, we apparently need to make Et more lady-like. Talk to everyone in the workshop, and listen to their opinions on the subject. These conversations are probably one of my favorite moments in the game, so make sure you treasure them. Once you're done, you get to pick which advice you want to take. Really, they're all hilarious, so pick whichever one you think is the best. There's nothing else to this quest, honestly.

Et Story Quest 5

First Available: Chapter 8

Et is bored today, so she decides to make Raze her lover. It's really as ridiculous as it sounds, in case you were wondering.

Start by heading off to the Library. Yun was lying in wait, so you'll have to fight him if you want to continue. He's not too tough, though; just use whatever skills you feel like, and the fight will be over before you know it. After you take Yun down, go to the Classroom Hallway, where you'll need to fight ... well, no one, really. Puniyo is there to scold you, but afterwards make your way to the School Entrance.

Once there, you'll need to fight Lily, of course. You only have Et, but that doesn't mean this fight is difficult. Just keep using Twinkle Moon until your eventual victory.

Yun Story Quest 1

First Available: Chapter 2

Somehow, Raze is being roped into a Gathering competition. One gets the feeling that Whim caused him a lot of trouble during his childhood with Lily.

Anyway! The competition revolves around obtaining a Taun, so head to the first vegetable gather point. Raze isn't too worried about winning, so don't feel as if you have to rush. You'll be stopped about halfway through to have a little chat with Yun, so continue on afterwards. Climb the ladder and play the gathering game to get a Taun, and then Raze will head back to the entrance, and that's all there is to this quest.

Yun Story Quest 2

First Available: Chapter 4

Despite Roze's staunch refusal to get involved with the other students, he gets pulled into weird drama a lot. Anyway, Et thinks that something's up with Yun, so you need to trail him to figure out what. Your first stop is the workshop, naturally.

After you get thrown out, head to the Living Water Forest. Yun wants a Steel Lobster, so go to the fishing spot marked on the map; everything should be trivial to you, so don't worry about getting in fights and whatnot. Once you get to the fishing spot, fish until you get a Steel Lobster; it shouldn't be too difficult, even if you perform poorly during the mini-game.

Yun Story Quest 3

First Available: Chapter 5

Looks like Yun needs your help for something. Flower picking? For a fire mana? This is strange. It can't be helped, so go to the Broken Plank Bridge. The field of flowers you're looking for is all the way at the end of the map, so go ahead and rush over there. If you get in a fight it'll just be Raze and Yun, but that shouldn't be a problem.

Once you're there, Yun will pick some flowers before rushing off again. He'll explain what it's for, but that doesn't clear up any confusion. Oh well! That's the end of the quest for now.

Yun Story Quest 4

First Available: Chapter 7

A mysterious little girl comes to the workshop today. She asks about Yun, and then leaves; the best course of action seems to be to ask Yun about it, so go to Student Affairs. He'll explain that the girl's name is Corona, but he wants you to help him look for her. Head to the Workshop Hallway, where she's busy harassing Ulrika's workshop. She'll leave just before you show up, so after the cutscene go to the Faculty Hallway.

We'll get to learn a little bit more about Yun and his "daughter," but there's nothing else you have to do for this quest. Just sit back and enjoy the story.

Yun Story Quest 5

First Available: Chapter 8

Yun's Story Quest 5

First Available: Chapter 8

Corona is up to no good again. She angered everyone in Ulrika's workshop, and then ran off. You need to visit the Chairwoman's Room, Cafeteria, and the Campus Grounds. In each location, Corona will perpetrate some kind of mischief before running off; of course, you won't arrive in time to stop her. After you visit all three areas, Lily will find Corona for you.

Unfortunately, she seems to have disappeared during the night. Make your way over to the other end of the dorm, and talk to the girl guarding the door to the Girl's Dormitory. She's hiding under her bed, so kindly return her to Yun.

Puniyo Story Quest 1

First Available: Chapter 3

Seems like the Puni Gang is after Puniyo again. This fight is much easier than when you fought them the first time, even though you only have Raze, Et, and Puniyo. They have hardly any HP, so the fight is over before it even begins.

After a quick Puniyo nap, it's time for yet another tussle with the Puni Gang. Go ahead and unload with your skills, since it's not like you need to worry about SP. One or two group skills should be enough to take out all the enemies.

Puniyo Story Quest 2

First Available: Chapter 4

You start this one off with a fight: the Puni Gang is at it again! Unload with your skills, and you should clear this fight up in only a handful of turns. Afterwards, you'll learn that the Puni Gang is plotting against you; not anything new, but you still have to deal with it.

Anyway, it's off to the Workshop for a quick scene, and then over to the Dormitory to search Lily's room. Head left to go to the Girl's part of the dorms, and you'll enter into another conversation. Once you're finished, the Puni Gang will spring their trap!

This time, you only have Puniyo, Puni Kichi, and Puni Taro to fight with; actually, that's a pretty strong team. Jiro and Taro are strong attackers, and Puniyo should be able to handle herself with whatever strong magic you've equipped her with. Focus on the Red Puni and Refuel Puni first, since they're the strongest; either way, this battle shouldn't take more than one or two turns, especially if Puniyo has a wide-area spell.

Unfortunately, the Puni Gang doesn't give up easily. Once Raze and the rest show up, you'll have another full fight on your hands; of course, it's not any more difficult than the last two, so just destroy them with your strongest skills. That's all there is to this, but I wonder if you won't see the Puni Gang anymore....

Puniyo Story Quest 3

First Available: Chapter 5

Taro and Puniyo are arguing today; it seems that Puniyo likes him the least out of her three brothers. Eventually she chases Taro off accidentally; normally, that wouldn't be a problem, but what if he gets ambushed by the Puni Gang?

To start the search for Taro, head to the Campus Grounds. Talk to everyone there, and you'll trigger the next event. Once it's over, head to the Training Sea; you'll arrive just in time for another battle with the Puni Gang. By now, you should be able to defeat these practically on autopilot, and they haven't gotten much stronger since the last fight. They have quite a bit more HP, though, but it's nothing your more powerful skills can't blast through.

Puniyo Story Quest 4

First Available: Chapter 7

The puni brothers are sick, and in dire need of medicine. Unfortunately, there isn't any in the infirmary; you need to go gather Puni Might Grass from the Old Quarry. Fortunately, it's right by the closest metal gathering location, which is a short trip away. Unfortunately, the puni gang will overhear what's going on, and try to keep you from getting to the grass. You'll have to fight the Evil Puni Gang Leader, but he'll be all by himself; the fight will probably be over before you finish reading this. Once you're done, one of the punis will show a change of heart, and leave you some grass. Take it back to the Infirmary to finish up.

Puniyo Story Quest 5

First Available: Chapter 8

It's impossible to escape the Puni Gang. Once you think you have them finally beat, they go and pull another dastardly stunt. You'll need to undergo the dangerous Passage of Punis, which even *sounds* threatening.

After Puniyo's startling change in attitude, go to the Cruise Ship of Time. Flay will tell you he's letting Puniyo listen in on the events with a Radio from a few chapters ago. After he leaves, move on to the next area. If you enter a fight, you'll only be able to use Raze; this isn't too much of a big deal, but be careful as you move through the area.

Once you get far enough, you'll face the first challenge. Puni Comparison is just a fight between you and another puni, so don't sweat it. A couple attacks and you'll clear this easily. You have to fight for each of the four Puni brothers, but it's practically impossible to lose. Just keep using their only Attack skill, and you should get through it after a while. For extra hilarity, you're also allowed to use items with the Puni brothers, so go nuts tossing bombs.

The 100 Puni Slash is exactly as it sounds. You'll fight wave after wave of punis. They're not that tough, really, so just blast through them. It takes a while, but you should be fine. If you have a bunch of Tera Flames in your inventory, you can just keep throwing those until you win. After a quick break, you'll have to fight a few more waves before everyone else arrives. Again, just throw bombs until your puni problems are no more.

The last challenge is to fight the evil puni gang leader, again. It's almost ... sad. Defeat him and claim your rewards!

> Ulrika Character Quests <

Chloe Story Quest 1

First Available: Chapter 2

Head to the learning bridge. You'll need to kill enough monsters to earn 500 cole to break the 'Incantation' that Chloe put on Ulrika. Simply running over the enemies won't work, you must engage them in combat to collect the cole.

Chloe Story Quest 2

First Available: Chapter 4

Head to the classroom building. This fight should be a piece of cake. If necessary, use vertical cannon for additional attacks every turn. Now head back to Ulrika's workshop. The three puni brothers shouldn't be much harder then the first fight. Use multi sphere attacks and concentrate on one at a time.

Chloe Story Quest 3

First Available: Chapter 5

Head to the Classroom building's Hallway. Then head to the Faculty building's hallway. Finally, head to the Campus grounds and prepare to fight Pepperoni. Again, this fight should be a breeze. Just use a few high powered skills and Pepperoni will collapse.

Chloe Story Quest 4

First Available: Chapter 7

You'll need to find some Kittynip and Soul Blood for Chloe's new curse I mean "Incantation". You can find the Kittynip at the Cruise Ship of Time, or for sale in Yuka's Store. The Soul Blood can be found in the Living Water Forest and Broken Plank Bridge. Once you have them, talk to Chloe in the Workshop. After the cutscene, make sure you have some salt on hand. If you don't, you can synthesize some in the workshop. Then talk to Chloe again.

Chloe Story Quest 5

First Available: Chapter 8

Oops, Chloe accidentally cursed herself and left the book with the reversal spell at the Broken Plank Bridge. After the cutscene, head to the Broken Plank Bridge and make your way to the end of the map.

Pepperoni Story Quest 1

First Available: Chapter 3

You'll need to synthesize a Fairy's Spiritual Water -- even if you have some on hand. Once you have synthesized a FSW, head back to the Fairy's Tree and deliver it to Master.

Pepperoni Story Quest 2

First Available: Chapter 4

You need to gather as many items from gathering points as possible in the Living Water Forest. Once you get to the fruit gathering point, a cutscene will start. Afterward, you will have to fight a Bear. Don't worry, though, as it will be a very easy fight.

Pepperoni Story Quest 3

First Available: Chapter 6

After the cutscene, make sure you have x1 flame available in your inventory. Then talk to the Master to start the training battle with Pepperoni. Just keep using magic hammer until Pepperoni Collapses. After the cutscene, you'll take control of Pepperoni and battle against Goto. Your skills are locked, but don't worry about that and keep attacking Goto. Next you'll take control of Goto. Your skills are locked here too, so just keep attacking Pepperoni. Finally, you'll be back in control of Pepperoni. Open your inventory and use a Flame on Goto. He'll become engulfed in flames.

Pepperoni Story Quest 4

First Available: Chapter 7

Ack, looks like Pepperoni is just making one mess after another. Head back to the workshop. To save the puni, we'll need to head to the Living Water Forest and make your way to the end of the map.

Pepperoni Story Quest 5

First Available: Chapter 8

Looks like Pepperoni wants to get paid but Ulrika isn't having any of it. After the cutscene, head back to the workshop. Now that Pepperoni isn't around, maybe things can get done more peacefully. After the cutscene head to the Fairy's Tree and make your way to the Master's house. Looks like Pepperoni goes wild when he gets lonely. After the cutscene head backwards through the Fairy's Tree to find Pepperoni. This battle should be a piece of cake just use a few high powered skills and Pepperoni will go down.

Enna Story Quest 1

First Available: Chapter 3

Head to the auditorium after the cutscene, Don't worry, this battle is a automatic lose. During the first half of the fight, just keep attacking her. Eventually, a cutscene will kick in. When the battle resumes, Et will win instantly.

Enna Story Quest 2

First Available: Chapter 4

Head to the Faculty Building and go into Vice Principal Flay's Room. Now head back to Ulrika's workshop and start the synthesize for the Blade Motor. You'll need a gearbox, long shaft, and a gear to synthesize it. Go back to the Faculty Building and go inside Vice Principal Flay's Room.

Enna Story Quest 3

First Available: Chapter 6

Head back to the Workshop to the Training Sea.

Enna Story Quest 4

First Available: Chapter 7

Geez, that was pretty harsh Enna! Well, lets head back to the workshop and work up a plan for apologizing. I wonder what Enna came up with, lets follow him to the Library. Once in the library head for the multi tier shelves and go down one level all the way to the back and use action on the floating star. After the cutscene, head back to the workshop and synthesize the laughing bag.

Enna Story Quest 5

First Available: Chapter 8

Is someone sending signals to Enna? Lets follow him and find out. Head to Vice Principal Flay's Room. Wow, looks like Enna and Flay are going to have a one on one battle. After the cutscene, you'll need to synthesize a Eternal Turnkey for Enna to fix his machine with. The ether level doesn't matter so just have fun with it. Finally, its finally time to do battle with Flay so head over to the auditorium.

Goto Story Quest 1

First Available: Chapter 4

After the cutscene head to Ulrika's Workshop.

Goto Story Quest 2

First Available: Chapter 7

Uh oh, looks like a Soldier is after Goto, maybe we should warn him. Head to the Student Affairs building. Goto has a plan, now we just need to put it into action. Head to Broken Plank Bridge, making your way to the end of the map.

Goto Story Quest 3

First Available: Chapter 8

Goto sure is mysterious and Ulrika wants to know his true from. So head over to the Dormitory and try and trap him.

Goto Story Quest 4

First Available: Chapter 3

Looks like it might be serious between Goto and Martha. After the cutscene, head to the Classroom Building, Dormitory, and lastly the Campus Grounds. After the cutscene, head back to the Campus grounds to carry out the plan to break up Goto and Martha. Looks like the plan might be working. Head over the library for the next part.

Goto Story Quest 5

First Available: Chapter 4

Looks like that Soldier is back and he brought company this time. After the cutscene, head to the Campus grounds and prepare for a Mini game. We'll need to talk to each of the three soldiers within the time limit to trap them all. You cant fail this, so don't worry if you mess up, as you can repeat it as many times as you want. Now head to the Faculty Building, then finally back to the Workshop. After the cutscene, Chloe will need you to pick up some antidotal shrooms from the Dumpster, so head on over there. You'll find a new gather spot on the second screen that has the Anitdotal Shrooms. Once you have them head back to the Workshop and give them to Chloe.

Section 3
Advanced
(...or let's pwn!)

> Jobs <

Jobs are just another way to spend your Free Time in Mana Khemia 2. Doing jobs won't actually use up any Free Time weeks, so you should feel free to do them whenever you can. They are available from the Bulletin Board in Student Affairs, just to the left of where you sign up.

Completing jobs is a good way to gain extra spending money, as well as to obtain items and recipes. Before you do anything else in Free Time, considering completing all the jobs available to you; this will insure a steady increase of power in your characters, as well as prep you for boss fights at the end of each chapter.

Jobs are limited to a specific chapter, and only during Free Time; if you miss a job or fail to complete it before the end of the chapter, you won't be able to do it later, and as a consequence you'll miss out on any rewards. For that reason, we again stress taking all available jobs as soon as possible.

Moreover, your first time through the game, you'll only have access to jobs available to whatever character you're playing as. Some jobs are unique to either Raze or Ulrika, at least on your first cycle; you'll need to clear a save and play as each character once in order to access all the jobs.

> Hit Maker <

Job 052

Type: Bring Me **Client:** Mimisuke **Reward:** 700 Cole **Appears:** Chapter 2 **Time Limit:** 1st Term Week 9

I think the Fairies are going to be this year's "it"! I want to start selling Fairy's Spiritual Water. So, please bring me 4 Refreshing Fairy's Spiritual Waters. Meow.

Strategy: Easy as cake! Just grab 4 each of Water Tree Fruit, Bitter Grape, and Clearwater. They can all be obtained at the Living Water Forest, or bought from shops. The required ether level for Refreshing is 55-70, and you can get exactly 70 if you choose Lily as your helper and match up each element. Make one, then mass produce the other three and turn them in to Mimisuke at the Campus Grounds store.

> Mushroom Dish Creation <

Job 051

Type: Bring Me **Client:** Shizuka **Reward:** 300 Cole **Appears:** Chapter 2 **Time Limit:** 1st Term Week 9

I'm trying to create a new menu for the Cafeteria. I'm thinking about something with mushrooms. Can someone bring me Eicheloa x 4?

Strategy: This is a walk in the park. Eicheloa can be obtained at the Learning Bridge or Living Water Forest, as either a gather result or from Gespenst monsters. Grab four and head over to the Cafeteria (inside the Dormitory) to claim your reward.

> Bounty Head No.001 <

Job 053

Type: Help! **Client:** Francesco/Francesca **Reward:** 500 Cole **Appears:** Chapter 2 **Time Limit:** 1st Term Week 9

Bounty Detail: Looking for someone to go to the Living Water Forest and defeat the Koalaria Troop. Please report to the Student Affairs counter.

Strategy: Before we head out to Living Water Forest, you might want to make sure you have good equipment synthesized. In particular, make sure Et has a Razor Hoop at 65-100 Ether Level, so that you can equip her with Beast Master. The Koalaria are in the Beast Family, so that will give you quite a bit of an edge to start.
The Bounty Head monster is just past the second gathering point, marked with a handy coin symbol on the map. It's a fairly straightforward Chain Battle. The first wave includes two normal Koalaria and two Koalaria Bungees, which are easily taken out with normal attack from Et, fire attacks or any area attack. The next group has four Koalaria Bungees, which should go down just as quickly. After that, the boss appears along with a few body guards. If you've been properly equipping your party and filling out your Grow Book, you should have no trouble at all.

> Courage Test <

Job 056

Type: Bring Me **Client:** Keith **Reward:** 900 Cole **Appears:** Chapter 3 **Time Limit:** Summer Break Week 5

I'm going to compete in the Bitter Grape Eating Contest. I can't lose! Hurry and bring me Bitter Grape x 10!

Strategy: Another easy one. You can buy bitter grape from the student store, or get it at either the Learning Bridge or the Living Water Forest. Grab 10 and take them to Keith on the Roof Top, accessible from the Classroom Building.

> Food Preserving Danger <

Job 057

Type: Bring Me **Client:** Shizuka **Reward:** 1500 Cole **Appears:** Chapter 3 **Time Limit:** Summer Break Week 5

We ran out of preservatives at the Cafeteria! All the food will go bad soon. Please bring 4 Refreshing Preservatives.

Strategy: The Refreshing Ether effect of Preservative is available at ether level 60-70. Make four with the right ether level, and turn them in at the Cafeteria.

> Puzzle Super Challenge <

Job 058

Type: Bring Me **Client:** Mimisuke **Reward:** 1700 Cole **Appears:** Chapter 3 **Time Limit:** Summer Break Week 5

Looks like people are into taking machines apart and rebuilding them. This is a good chance for business! So, please bring me Le Merou Cog x4. I want something Cool for my store. Meow.

Strategy: This one isn't too difficult, but you might have to plumb the Library for ingredients. Cool only appears at Ether level 20-40, so be careful which ingredients you use. If you're having trouble, try using Et, and get as close to 0 as you can with your first two ingredients, and then use her Cyclone Girl skill to dramatically change the Ether level. Once you have four, take them over to Mimisuke's store on the Campus Grounds.

> Bounty Head No.003 <

Job 059

Type: Help! **Client:** Francesco/Francesca **Reward:** 1000 Cole **Appears:** Chapter 3 **Time Limit:** Summer Break Week 5

Bounty detail: Looking for someone to go to the Old Quarry and defeat the Human Arm. Please report to the Student Affairs counter.

Strategy: Go to the Old Quarry, and head down the long hallway-like section of the map. Jump over the mine cart when you get to it, and head left at the T intersection to find the Bounty Head.

The Human Arm will have a couple Stonecannon Soldiers for bodyguards. Like most monsters on this map, they'll be weak to Lightning, so be sure to use that to your advantage. Naturally, you'll want to take out his Soldiers first, otherwise the Human Arm will buff them to do some nasty damage to you. If you have Et's Lock-on Arrow, make sure to hit him with it as soon as you can. Every time his turn comes up, all the enemies will take quite a bit of damage; the Human Arm will sometimes take two turns in a row to use stat boosting skills, and, yes, Lock-on will activate at the start of every turn.

With judicious use of your more powerful skills, assuming you've properly equipped your characters, this fight should be over in 30 spheres or less. Head back to the Student Affairs to claim your cole, and don't forget that you've unlocked a new recipe.

> Bounty Head No.004 <

Job 060

Type: Help! **Client:** Francesco/Francesca **Reward:** 1000 Cole **Appears:** Chapter 3 **Time Limit:** Summer Break Week 5

Bounty Detail: Looking for someone to go to the Library and defeat the 1-inch Brownie. Please report to the Student Affairs counter.

Strategy: The 1-inch Brownie is actually fairly close to the entrance, so you should have no trouble finding him. Make sure you're healed up before you touch the monster tile.

The 1-inch Brownie has a high speed, and the Quick ability; more to the point he also hits for excellent damage. If you're not careful, he'll stomp all over your party. He has the ability to heal himself, and cure status ailments, among other boosts. To even things up, hit him with Et's Lock-on Arrow at the start of the battle.

Unfortunately, the 1-inch Brownie isn't weak to anything. Try to pile on the damage with time skills and your best attacks, and eventually he'll go down. Return to Student Affairs to claim your reward.

> I Wanna Win! <

Job 065

Type: Bring Me **Client:** Yuka **Reward:** 4000 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

I just can't find the Freeze Drop with the special prize... I'll do anything to find one. Please bring me about 6 of them. I'll pay more than they're worth!

Strategy: Freeze Drops, eh? These aren't too hard to get. They can be gathered in the Library, or you can use Lily's Cold Sweets skill to finish off monsters and turn them into candy. The item description has the specifics, but most of those monsters can be found in the Old Quarry.

If you don't already have six, have everyone else defend while Lily defeats the monsters with Cold Sweets. Make sure you actively try to get in a fight, though; if you slash the symbol, you won't be able to fight and monsters, and by now most of them are too weak to face you. Once you've got the required number, head over to the student store to turn them in.

> Fire Shortage <

Job 066

Type: Bring Me **Client:** Shizuka **Reward:** 3400 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

I didn't realize I was out of gunpowder. I can't cook any food this way. Please hurry and bring me 4 Dry Black Powder.

Strategy: This is a little tricky, since Black Powder only has the Dry property at ether levels 20- 35. Try using Puniyo for the synthesis, since she has an easier time of getting a result that is close to 50. If that doesn't work, select Yun; use Black Steel and a Fiery Red Dirt. For the Black Steel, use his Melting Metal ability and select water; then go ahead and select the fire element as normal. This should give you an ether level of 28 or so, if your Black Steel has a high ether level.

Once you make it at the right ether level, mass produce however many more you need, and then turn them in to the Cafeteria. Make sure you recreate your Black Powder at 100 again once you're done, though, for later synthesis.

> String Cleaner <

Job 067

Type: Bring Me **Client:** Mimisuke **Reward:** 3500 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

I heard that there's a really durable string called Veggie Fiber. It would make a perfect floss for therianthropes! Please bring be 4 of the Thin kind to test it out. Meow.

Strategy: The Thin quality appears at the 65-80 ether level, which isn't too hard to do. It might be best to pick Puniyo, since she increases the ether level by so little when synthesizing. Once you make four, head out to the Campus Grounds, and turn them in to Mimisuke. Meow.

> Bounty Head No.007 <

Job 068

Type: Help! **Client:** Francesco/Francesca **Reward:** 2000 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

Bounty Detail: Looking for someone to go the Broken Plank Bridge and defeat the Koboldny. Please report to the Student Affairs counter.

Strategy: To the bridge! The Koboldny is sort of hidden in the third area; drop down to the lower level, and then backtrack on the bottom side of the map. He's at the end of this little path, just waitin' for ya.

The Koboldny is the one in the middle, with three bodyguards. All of the bodyguards are weak to Fire, so if you unleash a Hellwave at the start of the fight, you'll mostly kill all three; afterwards, have Lily use user Ice Axel skill (or Blizzard Axel, if you've received the upgrade cut scene before now), centered on the Koboldny himself. With all the other kobolds dead, this make the fight that much easier.

The Koboldny isn't really that strong, but he has a ton of HP. Thankfully, however, you now have Intimate Strikes and Finishing Moves, so it should be really easy to wear down his HP and claim your rewards.

> Bounty Head No.007 <

Job 068

Type: Help! **Client:** Francesco/Francesca **Reward:** 2000 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

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The Koboldny isn't really that strong, but he has a ton of HP. Thankfully, however, you now have Intimate Strikes and Finishing Moves, so it should be really easy to wear down his HP and claim your rewards.

> Bounty Head No.008 <

Job 069

Type: Help! **Client:** Francesco/Francesca **Reward:** 2000 Cole **Appears:** Chapter 4 **Time Limit:** 2nd Term Week 7

Bounty Detail: Looking for someone to go to the Training Sea and defeat the Zweis Blade. Please report to the Student Affairs counter.

Strategy: First things first. The monster tile is at the northern part of the fork near the end of the map, so head over there; you'll need to be at high tide, though, so camp at the save spot until night.

If you talked to Francesco/Francesca before headed out here, you'd know the Zweiss Blade is resistant to physical attacks; that's fine, since we have such awesome casters like Puniyo. You'll want to take out the Blade Spirits first, though, so focus on them with Lightning skills or Mana-killer attacks. Unfortunately, they're all resistant to Water, so Lily's otherwise unstoppable Blizzard Axel won't be much help here. Instead, try to equip her with an item that grants a skill like Plasma Ray so she can bring her powerful Magic Attack stat to bear.

Each of the enemies isn't really that strong on their own; generally, they're just very resistant to your damage, and have high HP. However, the Zweiss Blade itself has a very large chain in its attacks, and the Blade Spirits can fill up the wheel with time skills that also hit multiple times; your characters will be in a lot of danger of dying from stun criticals. Generally, it's best to pile on the damage with Plasma Ray or Thunder Rain from as many of your characters as you can, as early as possible, to avoid taking a lot of damage. Once you fill up the Unite gauge, go nuts with Intimate Attacks, and this fight should be over without too much difficulty.

If you're still having trouble, try making a bunch of Lightning Rods at 0 or 100 ether level, and start the battle with your three fastest characters. You should be able to toss them at an alarming rate, and eventually the sheer quantity should overwhelm your enemy.

> New Mushroom Dish <

Job 074

Type: Bring Me **Client:** Shizuka **Reward:** 5400 Cole **Appears:** Chapter 5 **Time Limit:** 2nd Term Week 14

I'm making a new menu for the Cafeteria again. The last mushroom dish was a success, so I think I'll make another one. Can someone bring me Poison Shroom x 10?

Strategy: Super easy. Poison Shrooms can be gathered in the Underground Sewer; if you're good at the mini-game, it should only take one try; otherwise, bring along a Plant Stimulant or two. Head back to the Cafeteria when you have all ten.

> Spicy Courage Test <

Job 075

Type: Bring Me **Client:** Keith **Reward:** 3100 Cole **Appears:** Chapter 5 **Time Limit:** 2nd Term Week 14

The last competition with Bitter Grape was a tie... We're going to use the In Hell Spice this time! Bring me something Rough for my tongue!

Strategy: This one is a little tricky. Rough only appears at ether level 20-30. Again, Puniyo is fairly good for this type of synthesis, though alternatively you could use Yun; if you pick elements that will end in a negative result, you should get around 22---which is perfect. Keith can be found on the Roof Top.

> That Softness <

Job 076

Type: Bring Me **Client:** Yuka **Reward:** 6300 Cole **Appears:** Chapter 5 **Time Limit:** 2nd Term Week 14

I keep thinking about the softness of the Silky Cloth that my friend had. I want one, too! Please bring me a Top-Class Silky Cloth!

Strategy: Top-Class appears at ether level 70-100. You've probably already made it at this quality while trying for ether level 100 for different Grow Book recipes, so make sure you have at least one and turn it in at the Student Store.

> Bounty Head No.011 <

Job 077

Type: Help! **Client:** Francesco/Francesca **Reward:** 2500 Cole **Appears:** Chapter 5 **Time Limit:** 2nd Term Week 14

Bounty Detail: Looking for someone to go to the Old Quarry and defeat the Beast Arm. Please report to the Student Affairs counter.

Strategy: The monster tile is at the T-shaped section of track, at the first mine cart. Coincidentally, if you've made the Power Pick, the previously-closed section of the Old Quarry can now be opened; you might want to check that out after you're done fighting.

The Beast Arm is accompanied by two Crimson Shrip, which are weak to water. A couple shots from one of Lily's area skills should take care of them easily enough; as to the Beast Arm himself, he's weak to thunder, so a couple Lightning Rods should severely limit his ability to fight. If you properly apply elemental weaknesses, this fight should be over before it even begins.

If you're having trouble with this fight, make sure you've synthesized everything you can up to this point, and outfit your party with the best gear you have. You should be strong enough to take on this fight no problem, if you're careful and unload with powerful skill combinations, such as Et's Blind Moon skill after being buffed by No-hand Loop and Boost.

> Bounty Head No.012 <

Job 078

Type: Help! **Client:** Francesco/Francesca **Reward:** 2500 Cole **Appears:** Chapter 5 **Time Limit:** 2nd Term Week 14

Bounty Detail: Looking for someone to go to the Cruise Ship of Time and defeat the Gail Empress. Please report to the Student Affairs counter.

Strategy: The monster tile is all the way at the end of the map. Try not to get in too many fights on your way there; or, if you do, make sure to bring along some Knowledge Soup and Heal Jars to recover your SP and HP before the fight.

This will be a chain battle; you start out against some 400-HP lizards, which should go down with only a handful of attacks---in fact, I doubt if you'll take damage from them at all. The next wave of enemies is two Wyrms, which are significantly stronger, and have a lot more HP. They're weak to Lightning, though, so you can either try taking them down with your more powerful skills, or using Lightning Rods; either one will work fine. They can deal a good amount of damage if you're not careful, so make sure to use Puniyo's Puni Healing or some Heal Jars to keep everyone up to strength. If you want, try making a bunch of Green Soup beforehand, and using that in place of Heal Jars; it'll give you a bit of defense boost.

The third wave consists of the boss and a Lizard Dragon, which is another tough enemy. It is weak to Water, however, so if you manage to work up to Unite Mode, an Intimate Strike with Lily as the last character should utterly destroy it. Grand Ray will exploit the Gail Empress' weakness, as well as knock her back a little bit, so it's a good common skill to use here. Otherwise, your regular damage-dealing skill combos should be enough to take care of her.

She does have a few strong attacks, as well as some time skills, but nothing extremely damaging. If you have a Finishing Strike ready, you might be able to clear the last wave in one shot.

If you're having trouble, try bringing along items that boost stats as well as heal, like the aforementioned Green Soup. Items are quick, and therefore you won't lose much time as you would if you used a healing spell; also, if Puniyo has learned Puni Healfull, you can use that to heal all of your Vanguard members at once.

> New Fish Menu! <

Job 083

Type: Bring Me **Client:** Shizuka **Reward:** 9600 Cole **Appears:** Chapter 6 **Time Limit:** Winter Break Week 5

I'm thinking of a new menu again. The students are tired of mushroom dishes, so I think I'm going to try fish this time. So, can someone bring me Queen Tuna x 10?

Strategy: Queen Tuna can be fished up at the Cruise Ship of Time. It might take a couple trips, though, as they're difficult to catch. Once you have enough, take them to the Cafeteria.

> Gold Stick <

Job 084

Type: Bring Me **Client:** Keith **Reward:** 5200 Cole **Appears:** Chapter 6 **Time Limit:** Winter Break Week 5

I need a Gold Shaft. Can someone bring me 1 real quick? Oh, don't worry, I'm not gonna use it for anything dangerous. Bring me something Cool.

Strategy: The Cool effect shows up at the 75-100 range. If you've been synthesizing items at high ether levels in order to get the 3rd slots in your Grow Book, this should be cake. This is particularly easy because your character should be getting their better co-op synthesis skills by now. Once you have at least one, go to the Roof Top to collect your reward.

> Cursing Kit <

Job 085

Type: Bring Me **Client:** Mimisuke **Reward:** 10500 Cole **Appears:** Chapter 6 **Time Limit:** Winter Break Week 5

I heard that incantations using Cursed Paper are popular among the girls. It wouldn't be like me to ignore that! ...But it would be scary if the incantation really worked, so can someone bring me some Worthless ones, meow?

Strategy: Worthless appears at the 0-25 ether level. It's not really that hard to get; if you pick Yun and use Black Oil as an ingredient, you should be able to use Burning Support to drastically lower the ether level. Once you have it made, go to the Campus Grounds to turn it in.

> Bounty Head No.015 <

Job 086

Type: Help! **Client:** Francesco/Francesca **Reward:** 4000 Cole **Appears:** Chapter 6 **Time Limit:** Winter Break Week 5

Bounty Detail: Looking for someone to go to the Library and defeat the Almighty Sword. Please report to the Student Affairs counter.

Strategy: The monster tile is, of course, at the very end of the map, so go ahead and saunter on over there. The enemies in this area should be too weak to pose any threat, so don't worry about them.

There's actually two Almighty Swords, not just one; and, despite how close they look, medium range skills will only be able to hit one target at a time. Bummer! They also attack with a lot of area skills, as well as fire attacks. They can inflict Defense Down, as well, which leaves you open to more damage from successive attacks. You can counteract this by bringing along Green Soup; it'll heal you, and add a defense bonus for six turns.

The enemies are Ghost type, so you can take advantage of that; you can make weapons now that have Ghost Slayer as a property, so equip some of those before you arrive. Also, Lily's skills have a wide enough area to encompass both Almighty Swords at once; have Et buff her with No-hand Loop, and then lead with Blizzard Axel. Once the enemies are frozen, switch to Rainy Mega Spear for a huge source of damage.

Once you've defeated them, head back to Student Affairs to claim your reward.

> Bounty Head No.016 <

Job 087

Type: Help! **Client:** Francesco/Francesca **Reward:** 4000 Cole **Appears:** Chapter 6 **Time Limit:** Winter Break Week 5

Bounty Detail: Looking for someone to go to the Living Water Forest and defeat the Great Fairy Trio. Please report to the Student Affairs counter.

Strategy: The monster tile is on top of the ladder that you can climb to reach the first plant gathering mini-game. The monsters around here are super weak now, so don't worry about running into them.

You'll be fighting Sphere Kohaku, Tree Kodama, and Sword Kodachi. Each one has a wide variety of area attacks, many of which are time skills. They've also got a ton of HP, too, and they have a Healing Echo skill; it can heal all three of them at once, and is also a time skill. This is going to be a tough fight, so make sure you're prepared before you show up.

Sphere Kohaku is strongly resistant to magic, while Tree Kodama is strongly resistant to Water and Earth elements, but weak against Fire. Sword Kodachi is also strongly resistant to Water and Earth, but is weak against Lightning. Each of the three is Mana-type, so if Raze has learned Mana Slayer by now, his normal attacks will be strong against them.

The easiest way to win this fight is to start by exploiting Tree Kodama's weakness to Fire with strong attacks by Yun, and hitting Sword Kodachi with Lightning Rods and Thunder Rods. That should get you into Unite Mode fairly fast, where you can deal a lot more damage. There's nothing you can really do to stop them from using Healing Echo, other than kill them as quickly as possible. This battle is mostly a test of endurance; if you have to, hold out for a Finishing Strike, as it will deal a huge amount of damage, and target all three enemies.

To get the most out of your area skills, target Sword Kodachi, in the back; you'll be able to affect all of them at once. Try your best to fill up the time wheel with constant damage dealers, like Falling Leaves, Et Circle Waltz, and Rainy Mega Spear. Once the monsters get low on HP, they'll start using really powerful, single-target double up skills; when this happens, use an X-heal on your middle character to bring everyone's HP back up so that you can survive the onslaught.

If you persist, eventually you'll win, and receive a new recipe for defeating the Great Fairy Trio. Once you're done, head back to Student Affairs for your Cole, and then back to the Workshop to synthesize some new items.

> Valentine's Day <

Job 092

Type: Bring Me **Client:** Shizuka **Reward:** 12000 Cole **Appears:** Chapter 7 **Time Limit:** 3rd Term Week 7

I'm thinking about passing out chocolate at the Cafeteria for Valentine's Day. I'm sure the boys would like that. Can someone bring me Icicle Chocolate x10?

Strategy: Toy Ghosts and Alchemicannon Soldiers in the Dumpster can be turned into Icicle Chocolate. Wander around down there, since you have to go there for a Bounty Head this chapter anyway. Grab 10, and then go to the Cafeteria for your cole.

> Revenge for a Lie <

Job 093

Type: Bring Me **Client:** Yuka **Reward:** 7700 Cole **Appears:** Chapter 7 **Time Limit:** 3rd Term Week 7

My friend is a chronic liar. Can someone bring me an Eye of Truth? I want it to work well, so make sure it's Top-Class.

Strategy: Eye of Truth only has Top-Class from ether level 80-100. Once you have one made, give it to Yuka at the Student Store.

> Recycle Boom! <

Job 094

Type: Bring Me **Client:** Mimisuke **Reward:** 12600 Cole **Appears:** Chapter 7 **Time Limit:** 3rd Term Week 7

Looks like recycling is getting popular. Apparently, boosters made from junk are the most popular. I want to check one out, so can someone bring me Cool Recycle Gear x1, meow?

Strategy: The Cool ether effect only happens at ether level 80-90. Once you've got one, go visit Mimisuke on the Campus Grounds.

> Bounty Head No.019 <

Job 095

Type: Help! **Client:** Francesco/Francesca **Reward:** 5000 Cole **Appears:** Chapter 7 **Time Limit:** 3rd Term Week 7

Bounty detail: Looking for someone to go to the Dumpster and defeat the Demon Arm. Please report to the Student Affairs counter.

Strategy: The Demon Arm's monster tile is over by the sole gathering spot on this map. The Demon Arm has two Alchemic Demons with him, which is somewhat bad because they have quite a bit of HP. They're all weak to Lightning, though, so if you have skills like Plasma Ray and whatnot, this should be easy to deal with. If Puniyo knows Taro's Sternness, equip her with an area Lightning skill and this will be over before you know it. The one downside, besides the Demon Arm's massive HP, is that he'll continue to summon Alchemic Demons when he's low on HP. Make sure you keep the pressure up; if you can kill both Alchemic Demons in one attack, and still damage the Demon Arm, you'll make him waste turns summoning replacements. When you're finished, go collect your money from Student Affairs.

> Bounty Head No.020 <

Job 096

Type: Help! **Client:** Francesco/Francesca **Reward:** 5000 Cole **Appears:** Chapter 7 **Time Limit:** 3rd Term Week 7

Bounty detail: Looking for someone to go to the Underground Sewer and defeat the Super Leader. Please report to the Student Affairs counter.

Strategy: The monster tile is off by itself towards the middle of the map. He's by himself, but the Super Leader has a really damaging single-target attack, that will chew up more than half your life bar. He also has an area attack that deals massive damage as well; it's fire-based, though, so Yun will be able to get through it just fine. Equip Fire-resisting gear, and pummel him with your best skills; he won't last more than a few turns.

> Portable Weapon <

Job 101

Type: Bring Me **Client:** Keith **Reward:** 15500 Cole **Appears:** Chapter 8 **Time Limit:** 3rd term week 14

Bring me Unyu x10 to protect myself. I think someone is after me. Please make it quick.

Strategy: Bring x10 Unyu to Keith you can find them at the Eternal Frozen Peak and Calm Snow Mountain.

> Summertime Must Haves! <

Job 102

Type: Bring Me **Client:** Mimisuke **Reward:** 10700 Cole **Appears:** Chapter 8 **Time Limit:** 3rd term week 14

Summer is the best Season for business! I'm gonna start collecting some cooling items! So, bring me coolster x2. Make sure they're precise so I don't get any complaints. Meo-meow.

Strategy: Synthesize x2 Coolsters at a ether level of 85–95 so that they have the ether effect precise.

> Protection for Journey <

Job 103

Type: Bring Me **Client:** Yuka **Reward:** 14000 Cole **Appears:** Chapter 8 **Time Limit:** 3rd term week 14

My friend is going on a long journey. I want to give her a mysterious ring for good luck. Make sure its artistic and beautiful.

Strategy: Synthesize x1 Mysterious ring with a ether level of 0–15 to attain the required ether effect of Artistic.

> Bounty Head No.023 <

Job 104

Type: Help! **Client:** Francesco/Francesca **Reward:** 7500 Cole **Appears:** Chapter 8 **Time Limit:** 3rd term week 14

Bounty detail:Looking for someone to go to the Deep Sea Ruins and defeat the Hell Basalt Wyrm. Please report to the student affairs counter.

Strategy: To access the Deep Sea Ruins you'll first need to synthesize a Air Drop. To defeat the Hell Basalt Wyrm you'll need to make sure you have most of your grow book unlocked as this fight is one of the more difficult. Setting your Finish gauge up for a Final Technique is a good idea as well as taking advantage of your intimidate guards.

> Bounty Head No.024 <

Job 105

Type: Help! **Client:** Francesco/Francesca **Reward:** 7500 Cole **Appears:** Chapter 8 **Time Limit:** 3rd term week 14

Bounty detail:Looking for someone to go to the calm snow mountain and defeat the snow maiden. Please report to the student affairs counter.

Strategy: This should be a piece of cake if you've unlocked most of your grow book and have either a few tetra flames or fire spell accessories. Be quick though, or the snow maiden will call more snow maidens to its aid making the fight harder.

> 2nd Cycle Jobs <

> Bounty Head No.002 <

Job 055

Type: Help! **Client:** Francesco/Francesca **Reward:** 1000 Cole **Appears:** Chapter 2 (Second Run) **Time Limit:** 1st Term Week 9

Bounty detail:Go to the learning Bridge and defeat the space ship.

Strategy: This enemy has no vulnerabilities. So just focus your attacks and make good use of multisphere attacks to try and break the Spaceship. Due to a glitch, you may have to fight the Spaceship multiple times before you can finally defeat it.

Warning: There is a glitch that can occur during this Job. Make sure you save before you fight this enemy, as the game may freeze. There's a rumor that playing the game through as Ulrika first, and then completing this job with Raze will obviate the glitch, but it never hurts to be too careful.

> Dragon Slayer <

Job 054

Type: Bring Me **Client:** Mimisuke **Reward:** 1500 Cole **Appears:** Chapter 2 (Second Run) **Time Limit:** 1st Term Week 9

Fairy's Spiritual Water was a great hit! Can I get some more? But, I want to sell something different. How about something like Dragon Slayer(Bane) x4? Meow.

Strategy: Ignore the Dragon Slayer and Bane. Head back to the workshop and synthesize some Fairy's Spiritual Water at the lowest possible ether level and it will attain the ether effect Dragon Killing. Take x4 of those over to Mimisuke at the campus grounds stall.

> Bounty Head No.005 <

Job 063

Type: Help! **Client:** Francesco/Francesca **Reward:** 2000 Cole **Appears:** Chapter 3 (Second Run) **Time Limit:** Summer Break Week 5

Bounty detail: Looking for someone to go to the Living Water Forest and defeat the Fairy Trio.

Strategy: Make sure to bring along fire, ice, death, and earth spells. You'll make quick work of the Trio if you use those spells to maximize their vulnerabilities. Otherwise stick to Multisphere and enemy attacks to eliminate all of them quickly. There are four phases to this battle. Bringing along a few healing items or nectars may be a good idea if your grow book is barely unlocked.

> Bounty Head No.006 <

Job 064

Type: Help! **Client:** Francesco/Francesca **Reward:** 2000 Cole **Appears:** Chapter 3 (Second Run) **Time Limit:** Summer Break Week 5

Bounty detail: Looking for someone to go to the Old Quarry and defeat the Master Shooter.

Strategy: Equip a few dark spells for this battle and everything will go smoothly. Using multisphere attacks can also be helpful as it may break the Master Shooter quickly.

> for Someone Special <

Job 061

Type: Bring Me **Client:** Yuka **Reward:** 1500 Cole **Appears:** Chapter 3 (Second Run) **Time Limit:** Summer Break Week 5

I'm thinking of writing a letter to someone. Could someone bring me Magic Ink x1? It's for someone special so please make sure its Royal quality.

Strategy: Synthesize x1 Magic Ink at ether level 81-89 to attain the ether effect Royal. Then deliver it to Yuka at the student store.

> Hobby Material <

Job 062

Type: Bring Me **Client:** Yuri **Reward:** 2000 Cole **Appears:** Chapter 3 (Second Run) **Time Limit:** Summer Break Week 5

I'm thinking of making a sculpture. Can someone bring me Magic Clay x1? It's for sculpting so I need something Hard.

Strategy: Synthesize x1 Magic Clay at ether level 7-15 to attain the ether effect Hard. Then deliver it to Yuri at the student store.

> Sculpting Material <

Job 070

Type: Bring Me **Client:** Yuri **Reward:** 1700 Cole **Appears:** Chapter 4 (Second Run) **Time Limit:** 2nd Term Week 7

I made the sculpture, and now I want to make it move. Can someone bring me a Gearbox x1? Of course, I want the Precise one.

Strategy: Synthesize x1 Gearbox at the ether level 82-88 to attain the ether effect Precise. Bring it to Yuri in the student store.

> Secret Request <

Job 071

Type: Bring Me **Client:** Zokka **Reward:** 1700 Cole **Appears:** Chapter 4 (Second Run) **Time Limit:** 2nd Term Week 7

Can someone bring me a Black Liquid? As sludgy as possible. Huh? What am I going to use it for? Well, you don't want to know.

Strategy: Synthesize x2 Black liquid at the ether level 0– 6 to attain the ether effect sludgy. Bring it to Zokka at the Infirmary.

> Bounty Head No.009 <

Job 072

Type: Help! **Client:** Francesco/Francesca **Reward:** 1000 Cole **Appears:** Chapter 4 (Second Run) **Time Limit:** 2nd Term Week 7

Bounty detail: Looking for someone to go to the Training Sea and defeat the Kobold Couple.

Strategy: This fight should be a piece of cake. Just use your most powerful mutilsphere and enemy attacks and use your Initmate Techniques if the fight drags on to defeat the Kobold Couple. They may summon a Azurefire Mana. If so, use a light spell to defeat it quickly and focus back on the Couple.

> Bounty Head No.010 <

Job 073

Type: Help! **Client:** Francesco/Francesca **Reward:** 2500 Cole **Appears:** Chapter 4 (Second Run) **Time Limit:** 2nd Term Week 7

Bounty detail: Looking for someone to go to the Broken Plank Bridge and defeat the Zweis Couple.

Strategy: This fight should go pretty quick. Focus your skills and magic attacks on the Zweis Blade, and your normal attacks on the Zweis Rod.

> Important Warmth? <

Job 079

Type: Bring Me **Client:** Yuri **Reward:** 1000 Cole **Appears:** Chapter 5 (Second Run) **Time Limit:** 2nd Term Week 14

The sculptures I make lack warmth. I think I want to use Blood Clay this time. Can someone bring me Top-Class Blood Clay x1?

Strategy: Synthesize x1 Blood Clay at the ether level of 73-78 to attain the ether effect Top-Class. Bring it to Yuri at the student Store.

> Dragon Slayer Series <

Job 080

Type: Bring Me **Client:** Mimisuke **Reward:** 5000 Cole **Appears:** Chapter 5 (Second Run) **Time Limit:** 2nd Term Week 14

The Dragon Slayer Fiary's spiritual water was a big hit! I need to keep it up and make more money! So this time, please bring me Dragon Slayer Elumeluchiruchiru x4! Meow!

Strategy: Synthesize x4 Elumeluchiruchiru at the ether level of 10-15 to attain the ether effect Dragon Killing. Bring them to Mimisuke at the campus grounds stall.

> Bounty Head No.013 <

Job 081

Type: Help! **Client:** Francesco/Francesca **Reward:** 4000 Cole **Appears:** Chapter 5 (Second Run) **Time Limit:** 2nd Term Week 14

Bounty detail: Looking for someone to go to the Cruise Ship of Time and defeat the Diamond Eye.

Strategy: The Diamond Eye is a piece of cake. It does resist physical attacks. So just use any spells or skills to finish it quickly.

> Bounty Head No.014 <

Job 082

Type: Help! **Client:** Francesco/Francesca **Reward:** 4000 Cole **Appears:** Chapter 5 (Second Run) **Time Limit:** 2nd Term Week 14

Bounty detail: Looking for someone to go to the underground sewer and defeat the Grand Goddess.

Strategy: This is a three stage fight. Make sure to bring along some ice spells as most of the monsters are vulnerable to ice. Use lighting spells on the Grand Goddess as she is vulnerable to it. Don't bother with any earth spells as she will resist those.

> Sculpture Weapons <

Job 088

Type: Bring Me **Client:** Yuri **Reward:** 2000 Cole **Appears:** Chapter 6 (Second Run) **Time Limit:** Winter Break Week 5

I'm thinking about equipping a weapon to my sculpture. Gunpowder seems appropriate. Okay, can someone bring me extravagant Plosion x1?

Strategy: Synthesize x1 Plosion at the ether level of 72-76 to attain the ether effect extravagant. Bring the Plosion to Yuri at the Student Store.

> Class Material <

Job 089

Type: Bring Me **Client:** Miranda **Reward:** 1800 Cole **Appears:** Chapter 6 (Second Run) **Time Limit:** Winter Break Week 5

Can someone bring me extra pure Poison Vase x1? I'd like to use it for class...

Strategy: Synthesize x1 Poison Vase at the ether level of 90-94 to attain the ether effect extra pure. Bring the Poison Vase to Miranda in the faculty building.

> Bounty Head No.017 <

Job 090

Type: Help! **Client:** Francesco/Francesca **Reward:** 5000 Cole **Appears:** Chapter 6 (Second Run) **Time Limit:** Winter Break Week 5

Bounty detail: Looking for someone to go to the Library and defeat the Almighty Sword and Shield.

Strategy: This fight may be a little difficult. Your best bet is to equip everyone with either light or dark spells. Focus on the Shield first, as it can activate a elemental barrier. Once the shield is down focus on the swords.

> Bounty Head No.018 <

Job 091

Type: Help! **Client:** Francesco/Francesca **Reward:** 5000 Cole **Appears:** Chapter 6 (Second Run) **Time Limit:** Winter Break Week 5

Bounty detail: Looking for someone to go to the Living Water Forest and defeat the Drunken Barrel.

Strategy: You'll actually need to head to the Learning Bridge for this Bounty Hunt. This fight is very easy. Just pummel the enemy until it's defeated.

> It's Too Much Work <

Job 097

Type: Bring Me **Client:** Zokka **Reward:** 5000 Cole **Appears:** Chapter 7 (Second Run) **Time Limit:** 3rd Term Week 7

Can someone bring me Auto Igniter x1? I hate having to boil water in the morning. It would be much better if I could do it automatically. Oh, and make sure its cool looking.

Strategy: Synthesize x1 Auto Igniter at the ether level of 87-90 to attain the ether effect Cool. Bring it to Mr. Zokka in the Infirmary.

> Eternal Machine <

Job 098

Type: Bring Me **Client:** Yuri **Reward:** 8000 Cole **Appears:** Chapter 7 (Second Run) **Time Limit:** 3rd Term Week 7

I came up with a brilliant idea. If I equip my statue with the Eternal Turnkey. It would keep moving forever... Please! Bring me Precise Eternal Turnkey x1!

Strategy: Synthesize x1 Eternal Turnkey at the ether level of 74-77 to attain the ether effect Precise. Bring it to Yuri at the Student Store.

> Bounty Head No.021 <

Job 099

Type: Help! **Client:** Francesco/Francesca **Reward:** 6000 Cole **Appears:** Chapter 7 (Second Run) **Time Limit:** 3rd Term Week 7

Bounty detail: Looking for someone to go to the Dumpster and defeat the Force Mana.

Strategy: The "Gravity" Mana is vulnerable to Dark spells. So outfit yourself with dark spell accessories and have at it. This fight shouldnt be very hard.

> Bounty Head No.022 <

Job 100

Type: Help! **Client:** Francesco/Francesca **Reward:** 6000 Cole **Appears:** Chapter 7 (Second Run) **Time Limit:** 3rd Term Week 7

Bounty detail: Looking for someone to go to the Old Quarry and defeat the Dunkle Knight.

Strategy: The x3 Dunkle Knights are vulnerable to Fire. So equip some fire spell accessories or bring along a few Tera Flames to finish this battle quickly.

> Cafeteria Thermometer <

Job 106

Type: Bring Me **Client:** Shizuka **Reward:** 10000 Cole **Appears:** Chapter 8 (Second Run) **Time Limit:** 3rd Term Week 14

The cooking thermometer is broken. Somone hurry and bring me Galilean Scope x1. It's just to measure the temperature for food. So it can be low-class. It's gonna break anyway.

Strategy: Synthesize x1 Galilean Scope at the Ether Level of 28-30 to attain the ether effect low-class. Bring it to Shizuka in the cafeteria.

> Class Material? <

Job 107

Type: Bring Me **Client:** Miranda **Reward:** 24000 Cole **Appears:** Chapter 8 (Second Run) **Time Limit:** 3rd Term Week 14

Bring me White Steel x2. Of course they're for the next class. I don't want a normal one. I want something incomparable.

Strategy: Synthesize x2 White Steel at the Ether level of 90-92 to attain the ether effect Incomparable. Bring the White Steel to Ms. Miranda in the Faculty Building.

> Bounty Head No.025 <

Job 108

Type: Help! **Client:** Francesco/Francesca **Reward:** 14000 Cole **Appears:** Chapter 8 (Second Run) **Time Limit:** 3rd Term Week 14

Bounty detail: Looking for someone to go to the dumpster and defeat the New Leader.

Strategy: This battle can be difficult so bring plenty of heal alls and nectars along just incase. Focus on the New leader first as he can use Tera heal which can negate most of your damage. Once the New leader is done finish off the Supreme Leader and finally the Delinquent.

> Bounty Head No.026 <

Job 109

Type: Help! **Client:** Francesco/Francesca **Reward:** 14000 Cole **Appears:** Chapter 8 (Second Run) **Time Limit:** 3rd Term Week 14

Bounty detail: Looking for someone to go to the Cruise Ship of Time and defeat the Flame Vargo.

Strategy: The Flame Vargo is weak to ice. So equip some Ice spell accessories or bring along a few Long Bomb Ice's to finish this battle quickly. If your not quite quick enough The Flame Vargo will summon its "Sister" and you'll have two Flame Vargos to deal with.

> Extra Mode Jobs <

> Graduation Meal <

Job 110

Type: Bring Me **Client:** Shizuka **Reward:** 20000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I'm thinking about making a special meal to celebrate graduation. Can someone do me a favor and bring me Golden Meat x4?

Strategy: You can find Golden Meat at both the Dragon's Graveyard and Deep Ruins. Collect x4 and bring them to Shizuka in the Cafetria.

> Bounty Head No.027 <

Job 111

Type: Help! **Client:** Francesco/Francesca **Reward:** 10000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

Bounty detail: Looking for someone to go to the Dragon's Graveyard and defeat the Hell Fran Peil.

Strategy: The Hell Fran Peil is resistant to Fire. So Yun wont be of much help here. This isnt a very hard fight. But the Hell Fran Peil does hit extremely hard and can one shot many of your allies. So Bring along plenty of nectars and healing items.

> Bounty Head No.028 <

Job 112

Type: Help! **Client:** Francesco/Francesca **Reward:** 10000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

Bounty detail: Looking for someone to go to the Deep Sea Ruins and defeat the Alraune.

Strategy: The Alraune is resistant to earth but vulnerable to fire. So Yun can be very helpful here but its probably a good idea to leave Pepperoni at home. The Alraune does have a super heal ability that will completey restore its health. So, keeping it from attacking by constantly breaking it or using status abnormalities to cause sleep and slow can delay this long enough to finish the fight quickly.

> Bounty Head No.029 <

Job 113

Type: Help! **Client:** Francesco/Francesca **Reward:** 10000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

Bounty detail: Looking for someone to go to the Windy Field and defeat the Almighty Knight.

Strategy: The Almighty Knight is resistant to everything. And hits like a ton of bricks. So make sure your well stocked up on healing and awakening items. You can also bring along a few long bomb ices since the knight wont resist those and can slow him down. Its a very good idea to have both Chloe and Pepperoni in your party for this fight. Use Chloe's cursed doll technique right away. This will remove one of his resistance's. Once he is vulnerable keep attacking as long as you can. Use as many multisphere abilities as you possess to keep whittling away his health. Eventually he'll activate a new phase and renew his resistances.

This will be a long fight even if you do remove his resistances for a short time. So make good use of your guard abilites. Especially Pepperoni's as he can block almost any attack. Otherwise, make sure your grow book is almost or completely maxxed out for this and all extra job bounties.

> Soul Status <

Job 114

Type: Bring Me **Client:** Miranda **Reward:** 15000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I'm looking for a blue crystal x1. I can't tell you what its for. You should mind your own business. I don't want anything crappy bring me something useful.

Strategy: Synthesize x1 blue crystal at the ether level of 90-100 to attain the ether effect Useful. Bring it to Ms. Miranda in the faculty building.

> Incantation Tool <

Job 115

Type: Bring Me **Client:** Yuka **Reward:** 18000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I've gotten into incantations. I really want a Star Crystal, that is said to tell fortunes... Bring me a artistic one, because I want to use it for a decoration too.

Strategy: Synthesize x1 Star Crystal at the ether level of 10-20 to attain the ether effect Artistic. Bring it to Yuna at the student store.

> Luxurious Trend! <

Job 116

Type: Bring Me **Client:** Mimisuke **Reward:** 20000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

It's time for luxury! This is the best way to make a fortune! Quick, bring me the best cloth. Platinum Cloth x2! The royal kind. Meo-meo-meoww!

Strategy: Synthesize Platnium Cloth x2 at the ether level of 81-91 to attain the ether effect Royal. Bring it to Mimisuke at the campus grounds stall.

> Principal's Challenge <

Job 117

Type: Bring Me **Client:** Mimisuke **Reward:** 35000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I just thought about challening the students. How about making one of the ultimate goals of alchemy. Expensive Gold? No one could do it last year, but I'm looking forward to the outcome this year.

Strategy: Synthesize Gold at the ether level of 84-85 to attain the ether effect Expensive. There are multiple ways to do this. I recommend messing with the ether level of Original dirt so that its around +10 and keep your hero's stone at +25. This will give you 85 instantly, otherwise you can use chloe for the slight ether level declines to just hit 84. Once you have the expensive gold bring it to Principal Zeppel in the faculty building.

> The Last Courage Test <

Job 118

Type: Bring Me **Client:** Keith **Reward:** 18000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I heard about a drink where I'll see heaven in about 2 sips. That'll make the prefect graduation memory! So, bring me Super Pure Water with the Ultimate Taste.

Strategy: Synthesize Super Pure Water at the ether level of 92-92 to attain the ether effect Ultimate Taste. Bring it to Keith on the classroom building's rooftop.

> Life to a Sculpture <

Job 119

Type: Bring Me **Client:** Yuri **Reward:** 25000 Cole **Appears:** Final Run (Extra) **Time Limit:** 1st Term Week 9

I want to give life to the sculpture I created. I need this one ingredient to do so. Please! Bring me Hard Original Dirt x1!

Strategy: Synthesize x1 Original Dirt at the ether level of 22-23 to attain the ether effect Hard. Bring it to Yuri at the student store.

> Hard Mode <

Hard mode can be accessed in the options screen both at the title screen and at the ingame menu screen. You can toggle the difficulty between normal and hard at any time during the game. But whats so different about hard mode you may ask? Consider the change in difficulty when it turns night on the map and all the monsters become twice as hard. On hard mode during the day all the monsters are already twice as hard and at night will be four times as hard. Hard mode is for the truly hardcore looking for a challenge.

Tip: If you really want to take a crack at hard mode. We recommend equipping all of your allies with at least one healing spell at all times and keeping a huge supply of healing items on hand. As the monsters will always hit hard even with a maxed out grow book.

> New Game+ Bonus Dungeon <

Secret Store

Once you start your second run through, you'll unlock a secret store that can only be found in the library. In the third area, behind the counters, Mimisuke will sell you stat-boosting items for AP. This can be a big help for the extra scenario, but you'll have to grind considerably to earn enough AP to max out all of your stats.

Composer

Once you start your second run through, you'll unlock the Composer in the Public Workshop. If you talk to him you'll have the option of customizing your battle screen music with not only all of the songs in Mana Khemia 2, but the original Mana Khemia as well. This is sure to cause some groovy battles!

Bonus Dungeon Sequence

Ahh, the final dungeon! This is what you were waiting the whole game for!

Once you've completed both Raze and Ulrika's story modes on a single cleared file, you'll be given access to Extra Mode. This is basically the conclusion of the game, which plays similarly to Free Time. Essentially, you have one last dungeon to explore, with the final prize being a chance to punch the Light Mana in the face for being such a jerk. There are a few changes to the flow of the game in Extra Mode:

- You have access to every character. Talk to Flay in his office to change which characters are active; you can have six characters in your party, total.
- You have access to every map you unlocked, regardless of which character that map is unique to. As a bonus, all the chests have reset, so go back and grab some free items and cash!
- You can use the Bazaar whenever you want. Need a lot of those expensive rare synthesized items? Might as well put them in the Bazaar, and then buy them in batches.
- You have access to all the Cleared Save bonuses, including the music changer and Mimisuke's AP Store in the Library.
- There are a bunch of new jobs available from Student Affairs, which are unique to Extra Mode. They're a great way to make some cash for the Bazaar, and the Bounty Head jobs will yield some stat-boosting items.

Extra Mode offers a lot of cross-party dialogue, as well as a neat resolution to the loose threads from the normal story mode. There's no reason not to play through it, though it should prove to be quite challenging; this isn't going to be a walk in the park.

Mana Sanctuary

The World of Mana is a dangerous place, but it yields awesome rewards. To reach the Mana Sanctuary, visit Flay's office and go through the newly revealed door. Inside, you'll find several bosses waiting for you, as well as a host of strong enemies. However, there is an upside!

Once you defeat each of the bonus mini-bosses (they appear as a glowing, giant purple light), you'll gain access to a handful of the ultimate armor and weapon recipes. After you defeat them all, you'll be allowed to make your way to the final boss. These mini-bosses resemble those you've fought before, only a hundred times more powerful. Make sure you prepare before you enter!

While the random enemies may be incredibly strong, they do offer an incredible amount of AP when you defeat them. Keep fighting as far as you can into the bonus dungeon, and then return to the school for a break when you run out of supplies. With all your unspent AP, make sure you visit Mimisuke's AP Store in the Library to buy stat-boosting items. The first thing we recommend doing is buying a bunch of MGK fruit for Puniyo. All of her attacks are based on her Magic Attack stat; moreover, if you equip her with an item that has Heaven's Rebel, having made sure to purchase Taro's Sternness, you'll be able to one-shot every enemy encounter in the bonus dungeon, save for a few strong monsters and the mini-bosses. That's sure to speed up the AP-gathering process for the rest of your party members, as well as make the entire trip safer ... just make sure to pack a literal ton of Knowledge Soup!

Party Strategy

Who should you bring to the Mana Sanctuary? Well, that's largely up to your own play style. You've gone through with both characters, now, so you should have a good idea of who you like and dislike. However, some characters NEED to come along, and some are just slightly better than others.

You should bring along at least one physical attacker, one magical attacker, and one fast character. Physical attackers are people like Raze, Yun, and Pepperoni, while Magic Attackers include Ulrika, Puniyo, Chloe and Lily. Fast characters are people like Goto, Et, and Enna.

An analyzing character is a definite must. You need to bring along either Raze or Chloe, because you'll want access to Analyze or World of Book, respectively. Knowing what to use on which monster is essential to surviving in this tough environment.

For those of you who can't decide, our recommended party is something like this.

- Raze - Strong physical attacker, with the ability to Analyze opponents. His skills let him stack turns, which can greatly aid offense and recovery.
- Ulrika - Strong magical attacker, with the ability to heal over time, clear enemy time cards, and inflict status effects. Her Intent to Kill is practically a must, though you could consider changing her out for Enna and his Interceptor ability; however, that could leave your party stacked a little too much in the physical direction, so be careful.
- Puniyo - Taro's Sternness is just too overpowering; you <ct:Italic>need<ct:> Puniyo to survive in this hellish dungeon. Her Intimate Defense also adds a nice healing factor, which is useful in a pinch, and she's one of the few characters that comes with Guts, should you need a last resort.
- Et - She's fast, and has the Quick ability. Moreover, she can flood the time sphere with a host of damaging skills, meaning she can still provide offense while using her crazy speed to throw healing and buffing items. Her Intimate Defense buffs the entire active party with Chakram, which is a nice boost.
- Yun - He's a good physical attacker. You could probably think about using Pepperoni instead, but Yun is considerably faster, which will save you more often than not; his most damaging skills also have Knockback, which Pepperoni's is missing.
- Goto - He's quick, he's a fairly good physical attacker, and he can steal anything that isn't nailed down. Really, this last spot can go to whomever you feel like, but having another fast character will really serve you well. Moreover, Goto can stack turns together, which can be the difference between wiping your entire party or making it through a tough spot.

We don't particularly recommend either Lily or Chloe, unfortunately. Lily has a lot of great damaging skills, but her usefulness is overshadowed by Ulrika and Puniyo. She's a viable sixth choice, however, if you feel you *need* to include her. Chloe, on the other hand, should probably sit out; she doesn't have all that many useful abilities, and Raze is really more useful as your Analyzer. As we mentioned above, Enna has a use as a replacement for Ulrika, but if you want to stick to a safe, versatile party, this group will serve you well.

Ultimately, it's up to you; just make sure to be more cautious if you overload on party roles.

Section 4
Data
(...or enough stats to cross your eyes!)

> Bestiary <

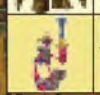
Key

1	2 Name	3 HP	4 AP	5 POW	6 SPI	7 DEF	8 MEN	9 SPD	10 Money	11 Resistances	12 Drop	13 Gelatin	14 Location
	Lizard	131	9	60	47	55	30	34	38		Eiche	Dry Dessert	Learning Bridge

1. **Graphic:** The face of your enemy. Know it; destroy it.
2. **Name:** The name of the monster in question.
3. **HP:** Hit Points — how much damage the monster can take.
4. **AP:** How much AP you earn from defeating this monster.
5. **POW:** The physical strength of the monster, which powers its physical attacks.
6. **SPI:** The mental strength of the monster, which powers its magical attacks.
7. **DEF:** The physical toughness of the monster, which influences how well it resists physical attacks.
8. **MEN:** The mental toughness of the monster, which influences its resistance to magical attacks.
9. **SPD:** How fast the monster is; faster monsters act sooner in battle, and more often.
10. **Money:** The price of this item.
11. **Resistances:** Status effects to which the monster is immune.
12. **Drop:** Items that the monster can drop when defeated, or that can be stolen from normal monsters. Boss monsters will always drop this item, but you cannot steal from Boss monsters.
13. **Gelatin:** The snack item that can be obtained using Lily's Frozen Sweets, or through Goto's upgraded stealing abilities.
14. **Location:** Where this monster can be encountered in the wild. Note that some monsters do not have a specific location; these are usually bosses or other event monsters, who are fought under special conditions.

Note: there is a small amount of randomness to the exact stats of the monsters so the values in the list may not match what you find in the game 100%; however, nothing should be wildly off from our marks. The drops and gelatin conversions are accurate, as well as the locations of each given monster, though you should treat the amount of HP they posses as an approximation.

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Lizard	131	9	60	47	55	30	34	38		Eiche	Dry Dessert	Learning Bridge
	Gespenst	67	6	37	48	41	39	35	29		Eicheloa	Snowy Cracker	Learning Bridge
	Twin Head	106	8	60	42	45	29	44	33		Tuft	Gelatin Cake	Learning Bridge
	Shrip	59	6	36	38	38	34	35	27	None	Collected Air	Freeze Drop	Learning Bridge
	Slicing Fish	250	13	83	64	79	46	43	66		Beast Fang	Freeze Drop	Learning Bridge
	Kobold Mage	86	7	45	57	32	47	37	37	None	Bee Hive	Gelatin Cake	Living Water Forest
	Kobold Fighter	95	7	55	47	50	30	37	38	None	Tuft	Gelatin Cake	Living Water Forest

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Mini Drake	155	11	95	56	60	60	48	50		Beast Fang	Gelatin Cake	Living Water Forest
	Clione	44	9	47	58	52	118	33	44		Eiche	Ice Sugar	Living Water Forest
	Mandragora	80	7	45	45	45	45	31	34	Z	Taun	Snowy Cracker	Living Water Forest
	Plant Spirit	338	26	94	141	75	181	46	98	Z ...	Eiche	Heart Starch	Living Water Forest
	Pink Piranha	139	8	61	49	57	53	37	44	None	Colelcted Air	Ice Sugar	Living Water Forest
	Brownie	74	8	58	52	50	47	33	40		Beast Fang	Snowy Cracker	Fairy's Tree
	Leaf Sprite	65	7	43	55	40	54	38	35	None	Blue Petal	Vanilla Syrup	Fairy's Tree
	Koalaria	163	11	80	63	66	54	56	60		Wild Meat	Ice Sugar	Fairy's Tree
	Koalaria Bungee	77	7	46	44	46	38	34	34		Eiche	Ice Sugar	Fairy's Tree
	Clay Puppet	170	18	84	88	171	133	37	89	...	Magical Dirt	Snowy Cracker	Old Quarry
	Crag Mana	286	16	74	96	79	97	44	80	None	Canone Rock	Freeze Drop	Old Quarry
	Ruby Eye	150	12	65	115	72	72	37	67		Soul Blood	Snowy Cracker	Old Quarry
	Dig Spirit	203	12	66	85	72	95	34	70		Joro Spider Web	Snowy Cracker	Old Quarry
	Stonecannon Soldier	136	13	88	65	104	87	53	73	Z ...	Old Screw	Gelatin Cake	Old Quarry
	Stone Demon	196	18	90	127	88	135	38	75	Z	Old Screw	Freeze Drop	Old Quarry
	Stone Beast	203	16	99	78	97	79	67	78	Z	Legien Steel	Dry Dessert	Old Quarry
	Stone Soldier	466	37	309	146	175	141	47	145	Z	Legien Steel	Dry Dessert	Old Quarry
	Trap Box	210	17	90	88	142	130	37	87	...	Rusted Gear	Ice Sugar	Old Quarry

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Puni	274	13	82	77	77	77	41	65	Z	Puniball	Ice Sugar	Broken Plank Bridge
	Baby Puni	202	12	76	72	72	72	40	67	Z	Puniball	Ice Sugar	Broken Plank Bridge
	Mountkoalaria	280	15	86	82	86	86	42	72		Rocky Oak Chip	Snowy Cracker	Broken Plank Bridge
	Mountkoalaria Bungee	274	15	86	82	90	86	42	72		Carbon Boulder	Snowy Cracker	Broken Plank Bridge
	Grand Blade	210	21	146	111	136	144	43	88	Z	Gel Rubber Sap	Ice Sugar	Broken Plank Bridge
	Grand Shield	166	23	80	101	237	237	36	99	Z	Gel Rubber Sap	Ice Sugar	Broken Plank Bridge
	Harpy	291	19	138	91	94	86	57	80	None	Phoenix Feather	Vanilla Syrup	Broken Plank Bridge
	Razor Fin	381	21	112	86	112	96	47	90	Z	Clear Stream Moss	Ice Sugar	Broken Plank Bridge
	Giraphant	1058	62	266	151	168	168	84	189		Ivory Horn	Snowy Cracker	Broken Plank Bridge
	Red Tuna	149	11	73	59	83	63	39	60	None	Steel Lobster	Snowy Cracker	Broken Plank Bridge
	Shade	355	20	92	119	106	127	38	96	Z	Rotten Meat	Freeze Drop	Underground Sewer
	Zombie Puni	460	18	106	101	82	82	46	89	Z	Monster Bone	Ice Sugar	Underground Sewer
	Fakereature	516	29	138	135	135	138	43	126		Bat Wing	Freeze Drop	Underground Sewer
	Sword Sprite	278	18	90	117	85	95	48	86	None	Worn Weapon	Vanilla Syrup	Underground Sewer
	Steelarmor Soldier	372	76	118	95	106	106	62	229	Z	Stone Heart	Dry Dessert	Underground Sewer
	Steelarmor Beast	890	27	224	208	249	201	54	115	Z	Shiny Screw	Dry Dessert	Underground Sewer
	Steelarmor Demon	469	25	143	112	140	115	45	106	Z	Stone Heart	Freeze Drop	Underground Sewer
	Steelcannon Soldier	390	20	97	137	115	145	43	99	Z	Shiny Screw	Gelatin Cake	Underground Sewer

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Wyrm	1107	83	279	241	208	208	59	250		Monster Bone	Freeze Drop	Underground Sewer
	Jewel Sprite	149	14	68	88	108	141	44	78	None	Chrome Crystal	Vanilla Syrup	Library
	Jewel Gem	108	13	65	84	103	116	43	72	None	Piece of Glass	Vanilla Syrup	Library
	Magical Brownie	155	14	84	92	122	133	38	80		Brownie Hammer	Snowy Cracker	Library
	Birdhorse Rider	113	13	80	72	134	109	53	77	None	Rocky Oak Chip	Snowy Cracker	Library
	Flare Blade	145	17	128	140	119	127	42	86		Canone Rock	Ice Sugar	Library
	Flare Shield	163	20	71	88	207	207	35	98		Canone Rock	Ice Sugar	Library
	Living Bomb	85	13	58	79	170	170	31	76		Gear	Ice Sugar	Library
	Ariel	102	16	68	84	171	304	38	92		Audora's Egg	Ice Sugar	Library
	Blaze Mana	543	33	233	154	128	149	52	141	None	Fiery Red Dirt	Freeze Drop	Library
	Red Puni	404	13	76	72	72	72	40	76		Monster Bone	Ice Sugar	Training Sea
	Kobold Soldier	286	12	97	68	72	55	42	69		Bee Stinger	Gelatin Cake	Training Sea
	Lizard Warrior	409	17	100	79	93	79	40	75		Lizard Tail	Dry Dessert	Training Sea
	Guardian	848	44	122	183	153	235	51	174		Blood Rose	Heart Starch	Training Sea
	Blade Spirit	974	85	175	263	178	338	59	254		Worn Weapon	Vanila Syrup	Training Sea, Underground Sewer
	Refuel Puni	274	13	66	94	77	77	41	65		Gel Rubber Sap	Ice Sugar	Training Sea
	Kobold Priest	260	12	65	82	72	68	42	68	None	Tuft	Gelatin Cake	Training Sea
	Lizard Shaman	372	17	81	96	93	79	40	73		Audora's Egg	Dry Dessert	Training Sea

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Thunder Blade	355	19	174	111	80	86	43	83		Bee Stinger	Snowy Cracker	Training Sea
	Thunder Shield	256	24	80	101	204	204	36	102		Bee Stinger	Snowy Cracker	Training Sea
	Gold Leo	352	19	101	86	91	91	53	80	None	Audora's Egg	Gelatin Cake	Training Sea
	Blue Gill	243	14	87	71	90	83	40	66	None	Litle Sword Fish	Snowy Cracker	Training Sea
	Ice Blade	1548	69	208	191	139	147	60	224		Beautiful Scale	Snowy Cracker	Eternal Frozen Peak
	Ice Shield	946	68	139	173	208	208	50	224		Beautiful Scale	Snowy Cracker	Eternal Frozen Peak
	Scar Breath	1196	63	165	140	148	148	73	208		Snow Bug Silk	Vanilla Syrup	Eternal Frozen Peak, Calm Snow Mountain
	Scar Child	1086	52	147	125	132	132	69	175		Snow Bug Silk	Vanilla Syrup	Eternal Frozen Peak, Calm Snow Mountain
	Azuresteel Demon	1121	68	139	196	165	208	55	224		Elemia Silver	Heart Starch	Eternal Frozen Peak, Calm Snow Mountain
	Azurecannon Soldier	837	52	160	129	145	145	78	192		Grand Gear	Icicle Chocolate	Eternal Frozen Peak
	Trumpet Lily	1779	67	182	165	139	156	57	219		Glowing Petal	Freeze Drop	Fruitful Hill
	Alraune	886	47	122	122	137	137	51	175		Kittynip	Vanilla Syrup	Fruitful Hill
	Fieldkoalaria	861	49	140	134	140	142	57	183		Yubana Flower	Dry Dessert	Fruitful Hill
	Fieldkoalaria Bungee	1114	54	148	141	148	149	59	200		Dried Yubana	Dry Dessert	Fruitful Hill
	Obsidiancannon Soldier	628	52	160	129	161	161	78	192		Small Gear	Snowy Cracker	Fruitful Hill
	Obsidian Soldier	2207	189	500	463	313	253	68	410		Shiny Screw	Vanilla Syrup	Fruitful Hill
	Obsidian Beast	1134	67	194	153	191	156	57	219		Stone Heart	Vanilla Syrup	Fruitful Hill
	Obsidian Demon	997	67	139	196	165	208	55	219		Rune Amber	Freeze Drop	Fruitful Hill

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Kobold Guard	913	49	152	129	137	129	60	183	None	Knot	Gelatin Cake	Fruitful Hill
	Kobold Knight	1972	115	228	193	205	193	74	301		Knot	Gelatin Cake	Fruitful Hill
	Rockville	1042	67	156	127	196	216	53	201		Ivory Horn	Snow Animal	Academy, Cruise Ship of Time
	Crimson Shrip	432	25	90	95	159	117	52	124	None	Beautiful Scale	Dry Dessert	Academy, Cruise Ship of Time
	Knochen Man	784	49	111	142	153	179	51	162		Scream of the Dead	Dry Dessert	Academy, Cruise Ship of Time
	Invincible	590	35	85	110	130	156	42	132		Scream of the Dead	Gelatin Cake	Academy, Cruise Ship of Time
	Dragon Girl	941	60	139	111	210	193	63	201		Dragon Wing	Heart Starch	Academy, Cruise Ship of Time
	Shadow Girl	914	44	107	101	132	132	69	149		Bat Wing	Freeze Drop	Academy, Cruise Ship of Time
	Sapphire Eye	562	39	97	120	158	150	50	145		Glowing White Sand	Dry Dessert	Academy, Cruise Ship of Time
	Kamikaze Doll	495	25	105	95	124	117	47	121		Brownie Mask	Snowy Cracker	Academy, Cruise Ship of Time
	Gram Raider	1587	115	261	261	261	261	77	343		Worn Armor	Dry Dessert	Cruise Ship of Time
	Lizard Dragon	1774	107	262	275	237	237	63	320		Dragon Wing	Freeze Drop	Cruise Ship of Time
	Arrow Eye??	458	21	119	97	112	104	46	104	None	Sword Fish	Icicle Chocolate	Cruise Ship of Time
	Yakuto Bear	2147	135	308	220	295	223	61	321		Knot	Freeze Drop	Calm Snow Mountain
	Mini Yakuto	1216	85	271	193	259	196	56	277		Tuft	Freeze Drop	Calm Snow Mountain
	Zelius	938	119	211	260	236	530	63	315		Black Feather	Heart Starch	Calm Snow Mountain
	Ice Blade	1548	69	208	191	139	147	60	224		Beautiful Scale	Snowy Cracker	Calm Snow Mountain

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Floater	1467	110	203	263	246	268	56	290		Pendelook	Dry Dessert	Calm Snow Mountain
	Basalt Wyrm	3551	234	383	402	347	347	79	498		Dragon Scale	Heart Starch	Calm Snow Mountain
	Frost Mana	2100	181	273	354	307	358	79	425	None	Kaleidostone	Heart Starch	Calm Snow Mountain
	Black Bass	860	55	190	154	188	165	56	203	None	Pearl Ball	Icicle Chocolate	Calm Snow Mountain
	Jewel Keeper	1260	91	252	247	211	227	58	294		Kaleidostone	Gelatin Cake	Dumpster
	Toy Ghost	964	68	179	231	177	212	52	246		Worn Armor	Icicle Chocolate	Dumpster
	Alchemicannon Soldier	1063	70	229	185	168	168	84	252		Junk	Icicle Chocolate	Dumpster
	Alchemic Soldier	2157	216	378	350	420	340	71	463		Junk	Vanilla Syrup	Dumpster
	Alchemic Beast	1113	83	264	207	234	192	60	272		Elemia Silver	Vanilla Syrup	Dumpster
	Alchemic Demon	1023	91	197	279	211	267	59	294		Steel Cedar Bark	Heart Starch	Dumpster
	Sludge Puni	1135	68	207	196	177	177	62	246		Industrial Waste	Ice Sugar	Dumpster
	Gold Puni	1064	68	207	196	177	177	62	243		Unyu	Ice Sugar	Dumpster
	Dragon Zombie	2850	217	368	385	333	333	76	467		Dragon Bone	Heart Starch	Dumpster
	Mad Brownie	2160	140	321	291	223	211	70	363		Brownie Mask	Icicle Chocolate	Dumpster
	Emerald Eye	1503	134	225	278	278	292	68	346		Mysterious Gem	Gelatin Cake	Windy Field
	Amnes	904	134	216	266	267	601	67	352		Pendelook	Snow Animal	Windy Field
	Harpula	2355	171	250	237	276	304	99	404		Rainbow Feather	Gelatin Cake	Windy Field

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Watcher	1870	162	286	281	310	333	65	381	···	Industrial Waste	Dry Dessert	Windy Field
	Lizard Lord	2440	161	303	238	311	264	69	377		Lizard Tail	Heart Starch	Windy Field
	Lizard Wizard	2333	149	291	229	298	253	67	352	···	Lizard Tail	Heart Starch	Windy Field
	Dragoneer	3368	234	383	402	347	347	191	1062	None	Dragon Horn	Heart Starch	Windy Field
	Griphant	3487	238	370	303	373	373	75	509		Golden Meat	Long Ice Cream	Windy Field
	Kiln People	1149	109	198	273	260	260	53	290	Z ···	Fairy Dust	Snow Animal	Windy Field
	Dark Puni	2028	68	278	264	264	264	72	243	Z	Tear of Light	Snow Animal	Millennium Forest
	Big Puni	2852	138	327	310	310	310	81	358	Z	Big Puniball	Snow Animal	Millennium Forest
	Puni Assassin	2028	138	278	264	264	264	72	358	Z	Cursed Bone	Snow Animal	Millennium Forest
	Kobold Saber	2183	149	306	260	275	260	78	384		Knot	Icicle Chocolate	Millennium Forest
	Kobold Wizard	2183	147	248	315	275	260	78	379	···	Knot	Icicle Chocolate	Millennium Forest
	Moon Flower	3157	168	326	295	249	280	69	397	Z	Dunkelhite	Freeze Drop	Millennium Forest
	Dryad	1996	149	260	337	245	275	82	384	None	Fairy Dust	Long Ice Cream	Millennium Forest
	Dunkleheit	2218	153	275	275	304	275	95	392	Z	Sutakusu Weed	Gelatin Cake	Millennium Forest
	Chimera Beast	4021	265	425	348	387	387	76	563		Beast Skin	Snow Animal	Millennium Forest
	Night Walker	2219	144	327	233	313	236	61	341		Beast Skin	Freeze Drop	Deep Sea Ruins
	D Brown	1883	128	295	267	253	239	67	334		Beast Skin	Icicle Chocolate	Deep Sea Ruins
	Blood Sword	2338	154	358	328	238	253	71	367	Z	Fallen Sword	Icicle Chocolate	Deep Sea Ruins

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Funny Lich	1504	129	230	298	306	303	52	338		Ghost Hat	Long Ice Cream	Deep Sea Ruins
	Black Wing	2458	188	322	305	348	288	103	436		Black Feather	Icicle Chocolate	Deep Sea Ruins
	Living Waterbomb	1295	109	198	273	260	260	53	290		Tear of Light	Long Ice Cream	Deep Sea Ruins
	Necromancer	2856	208	317	405	315	389	75	486		Cursed Bone	Gelatin Cake	Deep Sea Ruins
	Golden Pig	2934	167	367	255	303	271	81	427	None	Golden Meat	Dry Dessert	Deep Sea Ruins
	Spin Shrip	1664	129	253	267	294	263	74	338	None	Pearl Ball	Icicle Chocolate	Deep Sea Ruins, Deep Ruins
	Puni Dandy	2522	199	339	321	321	321	119	501		Big Puniball	Snow Animal	Dragon Graveyard
	Dragonewt	5453	449	531	345	329	280	118	679		Dragon Horn	Heart Starch	Dragon Graveyard
	Blade Sprite	2458	205	315	407	296	333	93	516		Broken Sword	Long Ice Cream	Dragon Graveyard
	Adamantine Soldier	2986	694	713	458	666	538	106	960		Ancient Meteorite	Long Ice Cream	Dragon Graveyard, Mana Sanctuary
	Necrohydra	4845	700	492	515	445	445	136	967		Dragon Horn	Snow Animal	Dragon Graveyard, Mana Sanctuary
	Mutarion	3084	245	393	334	353	353	106	562		Dragon Horn	Icicle Chocolate	Dragon Graveyard
	Flare Drake	2894	215	365	310	328	328	101	497		Dragon Black Dirt	Icicle Chocolate	Dragon Graveyard
	Greed Gate	2685	236	386	379	360	386	106	544		Dragon Bone	Snow Animal	Dragon Graveyard
	Wing Maiden	2838	263	393	314	389	433	160	602		Rainbow Feather	Heart Starch	Dragon Graveyard
	Sword Hunter	4104	662	367	550	505	491	133	919		Mysterious Piece	Vanilla Syrup	Dragon Graveyard, Mana Sanctuary
	Horned Puni	2522	191	339	321	321	321	83	480		Tear of Light	Snow Animal	Deep Ruins
	Puni Warrior	2522	191	339	321	321	321	83	480		Big Puniball	Snow Animal	Deep Ruins

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Kobold Ninja	3698	456	408	347	367	347	97	737		Shiny Moustache	Long Ice Cream	Deep Ruins, Mana Sanctuary
	Kobold Kunoichi	3620	425	400	340	360	340	95	692		Shiny Moustache	Long Ice Cream	Deep Ruins, Mana Sanctuary
	Orb	2371	191	303	393	286	321	91	485	None	Mana Stone	Long Ice Cream	Deep Ruins
	Death Sprite	2458	205	315	407	296	333	93	516		Mysterious Piece	Long Ice Cream	Deep Ruins
	Orb Gem	2284	179	292	378	275	310	89	456	None	Mysterious Gem	Vanilla Syrup	Deep Ruins
	Stone Puppet	2002	230	360	379	436	398	74	526		Cracked Fossil	Heart Starch	Deep Ruins
	Lich	3839	582	398	509	376	488	89	861		Cursed Bone	Dry Dessert	Deep Ruins, Mana Sanctuary
	Razor Fin	381	21	112	86	112	96	47	90		Clear Stream Moss	Ice Sugar	Deep Ruins
	Big Mouth	3371	223	383	292	365	345	86	512		Pearl Ball	Icicle Chocolate	Deep Ruins
	Puni General	4757	603	404	383	383	383	190	904		Big Puniball	Long Ice Cream	Mana Sanctuary
	Kill Puni	3809	527	388	367	367	367	181	803		Big Puniball	Long Ice Cream	Mana Sanctuary
	Sand Puppet	2976	619	411	433	498	454	161	861		Ancient Tablet	Heart Starch	Mana Sanctuary
	Fran Pfeil	6278	834	501	525	454	454	191	1032		Great Dragon Wing	Long Ice Cream	Mana Sanctuary
	Hellion	4449	634	433	368	390	390	226	878	None	Beast Skin	Snow Animal	Mana Sanctuary
	Evil Gaze	3053	532	347	428	407	407	171	803		Tear of Light	Snow Animal	Mana Sanctuary
	Apple Shooter	2990	569	342	442	414	497	155	853		Ghost Hat	Snow Animal	Mana Sanctuary
	Barrel Barrel	3883	668	451	442	463	451	165	923		Broken Sword	Long Ice Cream	Mana Sanctuary
	Giant Horn	5051	786	515	422	517	469	174	1002		Twilight Berry	Long Ice Cream	Mana Sanctuary

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Scarlet Lady	5655	761	451	361	406	451	351	1044		Beginning Seed	Heart Starch	Mana Sanctuary
	Nine Blaze	5376	840	382	573	478	563	191	1072		Ancient Tablet	Vanilla Syrup	Mana Sanctuary
	Abyss Searcher	5420	840	478	478	478	478	225	1072		Fallen Sword	Icicle Chocolate	Mana Sanctuary

> Bosses <

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Kyobos form 1	14946	3049	460	364	383	383	90	2320	Special	None	None	
	Kyobos form 2	21352	3049	460	364	383	383	90	2320	Special	None	None	
	Kyobos form 3	28469	3049	460	364	383	383	90	2320	Special	Golden Fleece	None	
	Evil Puni Underling	713	140	118	106	115	101	54	310	Special	None	None	
	Evil Puni Leader	788	140	123	106	106	104	49	310	Special	None	None	
	Legendary Giantfish	3290	160	176	176	191	191	71	500	Special	Metal Glass Sheet	None	
	Ulrika (Chapter 1)	344	30	58	79	108	115	41	220	Special	None	None	
	Chloe (Chapter 1)	301	30	48	83	101	130	37	220	Special	None	None	
	Pepperoni (Chapter 1)	516	20	79	50	144	58	35	220	Special	None	None	
	Yun (Chapter 2a)	408	88	75	54	122	68	45	220	Special	None	None	
	Male Student 1	976	80	109	106	102	102	46	250	Special	Balloon Fish	None	
	Male Student 2	1164	80	118	104	102	99	46	260	Special	Black Liquid	None	
	Female Student 1	1089	80	112	106	106	106	47	270	Special	Nectar	None	

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Female Student 2	976	80	109	112	101	101	46	250	Special	Nectar	None	
	Ulrika (Chapter 4a)	2485	120	130	151	140	140	53	440	Special	None	None	
	Chloe (Chapter 4)	2328	120	120	158	133	151	50	420	Special	None	None	
	Pepperoni (Chapter 4)	2746	120	166	122	155	133	50	460	··· Special	None	None	
	Enna (Chapter 4)	2380	120	151	130	155	143	52	450	··· Special	None	None	
	Raze (Chapter 1)	300	30	73	58	122	119	42	230	··· Special	None	None	
	Lily (Chapter 1)	235	30	45	75	109	126	44	210	Special	None	None	
	Et (Chapter 1)	247	20	69	45	122	116	48	220	··· Special	None	None	
	Yun (Chapter 2b)	2027	213	127	106	136	142	78	470	Z ··· Special	None	None	
	Male Student A	773	55	175	166	183	150	61	167	Special	Gold Shaft	None	
	Yun (Chapter 4)	2599	50	148	128	138	135	53	430	··· Special	None	None	
	Raze (Chapter 4a)	2413	120	140	145	124	141	54	420	··· Special	None	None	
	Lily (Chapter 4)	2289	120	124	143	128	138	55	400	··· Special	None	None	
	Et (Chapter 4)	2351	120	137	115	138	130	59	400	··· Special	None	None	
	Puniyo (Chapter 4)	2104	120	115	146	135	146	47	380	··· Special	None	None	
	Sasalina	3274	61	134	182	166	186	63	184	Z ··· Special	Gold Shaft	None	
	Raze (Chapter 4b)	2413	120	140	145	124	141	54	420	··· Special	None	None	
	Sasalina (Chapter 6)	11245	1553	321	365	360	382	97	1810	Z ··· Special	Gibate Ankh	None	

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Ulrika (Chapter 4b)	2485	120	130	151	140	140	53	440	Special	None	None	
	Almighty Knight	14461	2000	784	761	644	644	120	3000	All	None	None	Windy Field
	Reicher (Unwinnable)	24468	10113	850	425	638	638	128	7360	All	None	None	Windy Field
	Tetri	19647	4914	388	449	479	490	97	3640	All	MGK Fruit	None	Windy Field
	Mana Plant form 1	2663	10	391	391	381	381	98	0	Special	None	None	Windy Field
	Mana Plant form 2	3033	10	391	391	391	391	100	0	Special	None	None	Windy Field
	Mana Plant form 3	3378	10	400	400	410	410	100	0	Special	None	None	Windy Field
	Ancient Tree Fairy	8793	1054	383	465	579	737	191	1432	Specialt	Sunny Rose	Vanilla Syrup	Millennium Forest
	Hell Basalt Wyrm	15802	800	436	425	436	43	105	600	Special	None	None	Deep Sea Ruins
	Allune	13000	2000	854	854	878	878	129	3000	Special	None	None	Deep Sea Ruins
	Raging Koalaria II	4004	200	375	375	348	322	90	1000	Special	Beast Skin	None	Deep Sea Ruins
	Hell Fran Pfeil	25110	2000	737	720	673	655	134	3000	Special	None	None	Dragon Graveyard
	Reicher	30132	8420	497	468	632	614	115	5920	All	None	None	Dragon Graveyard
	Uryu	37665	9579	468	562	620	620	105	6740	All	None	None	Deep Ruins
	Gate	6064	10	425	638	457	430	82	0	All	None	None	Deep Ruins
	Soju	18895	3000	445	515	497	509	112	3000	All	Epic of Creation	None	Mana Sanctuary
	Mana Plant form 4	6942	10	408	408	398	398	97	0	Special	None	None	Mana Sanctuary
	Synthetic Beast	19586	3000	479	406	462	440	111	3000	Special	Godly Weapons	None	Mana Sanctuary

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Ancient Dragon	18565	3000	586	586	646	657	178	3000	Special	Legendary Weapons	None	Mana Sanctuary
	Puni Large	19084	3000	485	485	524	519	189	3000	Special	Epic of a Hero	None	Mana Sanctuary
	Light Mana	37665	16789	673	673	842	854	155	11810	All	None	None	Mana Sanctuary
	Sasalina (2)	912	61	212	201	166	166	74	184	Special	Eternal Peach	None	
	Female Student	719	53	175	166	150	166	61	161	Special	Vanilla Syrup	None	
	Male Student B	858	55	175	166	150	150	61	166	Special	Balloon Fish	None	
	Male Student C	776	56	175	166	166	166	61	171	Special	Black Liquid	None	
	Female Student	127	55	80	76	76	68	45	166	Special	Nectar	None	
	Female Student	719	55	175	166	166	10	61	166	Special	Poison Vase	None	
	Goto (Chapter 5)	1464	145	123	109	109	109	53	320	Special	None	None	
	Pepperoni (Pepperoni Character Quest 5)	2376	20	213	168	297	158	57	220	Special	None	None	
	Pepperoni (Chloe Character Quest 3)	537	20	106	84	149	89	43	220	Special	None	None	
	Yun (Et Character Quest 5)	1728	213	206	178	183	198	66	470	Special	None	None	
	Lily (Et Character Quest 5)	1329	120	148	187	231	254	61	400	Special	None	None	
	Et (Et Character Quest 1)	1282	20	151	120	202	194	58	220	Special	None	None	
	Tony Clone	1448	328	168	168	168	168	57	560	Special	None	None	
	Bear (Pepperoni Character Quest 5)	202	50	102	93	93	93	44	250	Special	None	None	
	Puchi Kichi (Chapter 5)	375	83	98	53	90	72	46	220	Special	None	None	
	Puchi Kichi (Chloe Character Quest 2)	300	83	98	53	90	72	46	220	Special	None	None	

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Puni Jiro (Chloe Character Quest 2)	338	85	90	53	94	92	38	220	Special	None	None	
	Puni Taro (Chapter 5)	375	88	102	53	106	76	34	230	Special	None	None	
	Puni Taro (Chloe Character Quest 2)	375	88	112	53	106	76	34	230	Special	None	None	
	Serious Evil Leader	5697	1239	346	298	351	298	80	1450	Special	None	None	
	Evil Puni (2) (Puniyo Character Quest 5)	200	395	169	130	144	137	60	660	Special	None	None	
	Evil Puni (Puniyo Character Quest 5)	1296	395	233	178	198	188	70	660	Special	None	None	
	Evil Puni Leader (Puniyo Character Quest 2)	2268	310	218	188	188	183	64	310	Special	None	None	
	Evil Puni Leader (Puniyo Character Quest 1)	391	35	104	94	94	92	47	310	Special	None	None	
	Evil Puni Underling (Puniyo Character Quest 3)	2052	140	208	188	203	178	70	310	Special	None	None	
	Evil Puni Underling (Puniyo Character Quest 1)	231	28	93	84	98	74	55	310	Special	None	None	
	? ? ?	18895	10000	491	503	491	480	120	5000	Special	MGK Fruit	None	
	Machine Blader Man	18895	10000	515	468	474	474	126	5000	Special	ATK Fruit	None	
	Graduate Legend	9302	140	425	425	430	430	126	310	Special	SPD Fruit	None	
	Valedictorian	8394	106	417	417	412	412	119	230	Special	MGK Fruit	None	
	Graduate	7942	140	408	408	393	393	114	310	Special	ATK Fruit	None	
	Proto Buffacow	300	800	415	400	415	400	100	1000	Special	RES Fruit	None	
	Mandrake	2800	600	415	405	415	400	133	600	Special	DEF Fruit	None	
	Shibireruna	1664	300	253	267	294	263	74	300	Special	Thunder Crystal	None	
	Tsumetena	1664	300	253	267	294	263	74	300	Special	Glacier Crystal	None	

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Atchina	1664	300	253	267	294	263	74	300	Special	Canone Crystal	None	
	Giant Living Bomb	15891	0	433	422	999	999	134	0	Special	None	None	
	Crazy Kiln People	15891	800	433	422	999	999	111	1200	Special	None	None	
	Machine Blader V3	19461	800	486	468	480	480	129	500	Special	Auto Igniter	None	
	Kimai Rider	9797	600	335	324	335	319	90	1000	Special	White Steel	None	
	Mechblader 2	2263	400	343	208	208	208	199	500	Special	Gearbox	None	
	Mechblader 1	2743	400	265	208	208	208	429	500	Special	Gearbox	None	
	Giantwing Dragon	3611	400	193	193	212	212	71	600	None	Canone Crystal	None	
	Flame Vargo	14947	500	427	427	422	422	111	100	Special	MGK Fruit	None	
	Snow Maiden	11942	500	418	418	413	413	109	100	Special	MGK Fruit	None	
	Dunkel Knight	4722	300	344	344	344	344	85	1000	Special	Youthful Appple	None	
	Gravity Mana	9032	700	383	412	397	402	91	1000	Special	Eternal Peach	None	
	Delinquent	5472	30	549	437	398	326	134	10	Special	Altena Ingot	None	
	New Leader	15891	700	448	438	433	433	106	1000	Special	ATK Fruit	None	
	Super Leader	8511	700	388	357	397	397	109	1000	Special	SPD Fruit	None	
	Demon Arm	9928	350	344	361	355	361	91	600	Special	Recipe	None	
	Drunken Barrel	4126	200	228	228	228	228	67	800	Special	DEF Fruit	None	
	Sphere Kohaku	4482	180	238	242	238	242	75	500	Special	DEF Fruit	None	
	Tree Kodama	4482	180	238	238	242	242	75	500	Special	ATK Fruit	None	

	Name	HP	AP	POW	SPI	DEF	MEN	SPD	Money	Resistances	Drop	Gelatin	Location
	Sword Kodachi	4482	180	238	250	238	238	75	500	Special	Recipe	None	
	Almighty Sword	6081	150	231	231	298	298	70	500	Special	Eternal Peach	None	
	Almighty Shield	3527	150	231	231	298	298	70	500	Special	Youthful Appple	None	
	Grand Goddess	3527	150	231	231	298	298	70	500	Special	Youthful Appple	None	
	Diamond Eye	4374	300	236	243	239	243	74	200	Special	SPD Fruit	None	
	Gail Empress	4111	300	218	225	218	225	69	200	Special	RES Fruit	None	
	Beast Arm	4272	300	225	233	229	233	72	200	Special	MGK Fruit	None	
	Zweis Rod	1370	180	178	187	169	187	73	100	Special	DEF Fruit	None	
	Zweis Blade	1293	180	176	168	176	160	71	100	Special	Eternal Peach	None	
	Azureflame Mana	2733	105	182	191	178	187	64	351	Special	None	None	
	Koborainy	2885	350	187	178	178	178	87	300	Special	MGK Fruit	None	
	Koboldny	2897	350	168	176	181	176	66	300	Special	Youthful Appple	None	
	Master Shooter	2592	70	167	158	154	154	63	100	Special	ATK Fruit	None	
	Kohaku	506	15	100	129	94	117	57	30	Special	Gear	None	
	Kodama	581	15	100	129	94	96	57	30	Special	Rocky Oak Chip	None	
	Kodachi	662	15	100	151	76	96	57	30	Special	Recipe	None	
	1-inch Brownie	2319	80	174	158	150	150	110	40	Special	Recipe	None	
	Human Arm	2681	80	162	144	151	144	60	40	Special	Recipe	None	
	Space Ship	1176	60	107	98	135	135	53	80	Special	Recipe	None	

> Material Items <

Image	Name	Element	E-Level	Price	Aquisition
	Water	Water	45	8	Learning Bridge, Living Water Forest, Training Sea
	Clearwater	Water	65	11	Mimisuke's Market, Broken Plank Bridge, Cruise Ship of Time
	Brown Groundwater	Earth	80	31	Yuka's Store, Underground Sewer
	Goat Milk	Water	35	8	Yuka's Store, Learning Bridge, Fairy's Tree
	Ancient Pond	Earth	0	58	Yuka's Store, Dumpster, Deep Ruins
	Black Oil	Fire	15	28	Yuka's Store, Undergound Sewer
	Never Freeze	Water	90	93	Yuka's Store, Eternal Frozen Peak, Calm Snow Mountain
	Eternal Water	Water	100	160	Deep Ruins
	Forest Dew	Earth	95	123	Yuka's Store, Millennium Forest
	Taun	Water	60	8	Learning Bridge, Fairy's Tree, Living Water Forest
	Huffin	Wind	65	6	Mimisuke's Market, Learning Bridge, Fairy's Tree
	Blood Rose	Fire	30	13	Yuka's Store, Old Quarry, Broken Plank Bridge
	Fairy's Parasol	Earth	50	6	Fairy's Tree
	Eicheloa	Wind	65	8	Learning Bridge, Living Water Forest
	Poison Shroom	Earth	20	28	Underground Sewer
	Dunkelhite	Earth	100	126	Mimisuke's Market, Millennium Forest
	Sunny Rose	Wind	90	122	Yuka's Store, Windy Field
	Night Queen	Earth	10	79	Windy Field
	Golden Herb	Wind	85	46	Cruise Ship of Time
	Kittynip	Wind	75	45	Yuka's Store, Cruise Ship of Time
	Sutakusu Weed	Earth	90	118	Mimisuke's Market, Millennium Forest
	Mandora Root	Earth	30	9	Mimisuke's Market, Fairy's Tree, Old Quarry
	Alrauen Root	Fire	5	95	Deep Ruins
	Magical Dirt	Earth	55	6	Learning Bridge, Fairy's Tree, Living Water Forest
	Fiery Red Dirt	Fire	70	5	Yuri's Store, Learning Bridge, Fairy's Tree

Image	Name	Element	E-Level	Price	Aquisition
	Dragon Black Dirt	Earth	95	156	Dragon Graveyard
	Glowing White Sand	Water	85	46	Yuri's Store, Cruise Ship of Time
	Unkown Root	Earth	55	6	Learning Bridge, Living Water Forest
	Blonde Root	Wind	75	90	Yuri's Store, Eternal Frozen Peak, Calm Snow Mountain
	Radish	Water	65	10	Broken Plank Bridge
	Wonder Radish	Water	90	93	Eternal Frozen Peak, Calm Snow Mountain
	Pumpotatokin	Earth	60	6	Learning Bridge, Fairy's Tree, Living Water Forest
	Emerald' Tatokin	Earth	100	160	Dragon Graveyard
	King Tuna	Water	85	46	Cruise Ship of Time, Calm Snow Mountain, Windy Field
	Queen Tuna	Water	90	48	Cruise Ship of Time, Calm Snow Mountain, Windy Field
	Sharkgill	Water	75	46	Cruise Ship of Time
	Anicent Shark	Water	100	160	Deep Ruins
	Swirly Shell	Earth	50	8	Living Water Forest, Broken Plank Bridge, Deep Ruins
	King Crab	Earth	70	19	Training Sea, Calm Snow Mountain, Windy Field
	Balloon Fish	Water	30	20	Mimisuke's Market, Training Sea
	Danger Balloon	Water	10	36	Cruise Ship of Time
	Plasma Jelly	Wind	65	18	Training Sea, Deep Ruins
	Sword Fish	Water	75	46	Cruise Ship of Time, Deep Ruins
	Litle Sword Fish	Water	55	11	Living Water Forest, Broken Plank Bridge, Training Sea
	Steel Lobster	Water	60	6	Living Water Forest, Broken Plank Bridge, Calm Snow Mountain
	Bitter Grape	Wind	40	8	Yuka's Store, Learning Bridge, Fairy's Tree
	Night-In-Grape	Wind	70	5	Mimisuke's Market, Learning Bridge, Fairy's Tree
	Muscat	Wind	80	67	Fruitful Hill
	Yubana Fruit	Water	60	60	Fruitful Hill
	Dried Yubana	Fire	35	57	Fruitful Hill

Image	Name	Element	E-Level	Price	Aquisition
	Yubana Flower	Water	85	67	Fruitful Hill, Millennium Forest
	Water Tree Fruit	Water	60	6	Yuka's Store, Living Water Forst
	Sweet Apple	Water	100	126	Millinnium Forest
	Frozen Fruit	Water	80	90	Eternal Frozen Peak, Calm Snow Mountain
	Morning Berry	Wind	90	122	Windy Field
	Night Berry	Wind	15	83	Windy Field
	Twilight Beery	Wind	0	73	Millinnium Forest
	Canone Rock	Fire	85	6	Yuri's Store, Old Quarry, Training Sea
	Glacier Stone	Water	40	9	Yuri's Store, Old Quarry
	Thunder Stone	Wind	65	11	Library, Training Sea
	Carbon Boulder	Earth	30	14	Library, Training Sea, Cruise Ship of Time
	Gravity Stone	Wind	20	14	Library, Training Sea, Cruise Ship of Time
	Legien Steel	Earth	50	8	Yuri's Store, Old Quarry
	Cyprus Copper	Fire	65	10	Yuri's Store, Old Quarry
	Elmia Silver	Earth	80	91	Yuri's Store, Old Quarry, Eternal Frozen Peak
	Chrome Crystal	Wind	75	31	Mimisuke's Market, Old Quarry, Underground Sewer
	Mysterious Gem	Wind	90	93	Old Quarry, Calm Snow Mountain, Millinnium Forest
	Kalediostone	Wind	10	63	Yuri's Store, Dumpster, Calm Snow Mountain
	Mana Stone	Wind	100	160	Orb
	Anicent Meteorite	Earth	100	160	Dragon Graveyard
	Eiche	Earth	55	6	Learning Bridge, Living Water Forest
	Rocky Oak Chip	Earth	70	10	Yuri's Store, Old Quarry, Broken Plank Bridge
	Steel Cedar Bark	Earth	80	90	Yuri's Store, Eternal Frozen Peak, Calm Snow Mountain
	Holy Branch	Earth	90	122	Yuri's Store, Windy Field
	Adamant Pillar	Earth	100	126	Yuri's Store, Millinnium Forest
	Beast Fang	Wind	60	6	Mimisuke's Market, Learning Bridge, Fairy's Tree
	Monster Bone	Wind	30	29	Mimisuke's Market, Underground Sewer, Cruise Ship of Time

Image	Name	Element	E-Level	Price	Aquisition
	Cursed Bone	Earth	10	63	Mimisuke's Market, Dumpster, Deep Sea Ruins
	Rune Amber	Earth	80	31	Yuri's Store, Underground Sewer, Cruise Ship of Time
	Dragon Bone	Fire	100	160	Dragon Graveyard
	Bee Hive	Earth	100	6	Mimisuke's Market, Learning Bridge, Fairy's Tree
	Audora's Egg	Fire	80	18	Training Sea
	Clear Stream Moss	Water	65	10	Broken Plank Bridge
	Bee Stinger	Wind	75	18	Training Sea
	Snow Bug Slik	Wind	15	66	Mimisuke's Market, Eternal Frozen Peak, Calm Snow Mountain
	Joro Spider Web	Earth	35	14	Mimisuke's Market, Library
	Beast Skin	Earth	95	123	Dragon Graveyard
	Gel Rubber Sap	Earth	25	20	Training Sea
	Pearl Ball	Water	90	122	Deep Sea Ruins
	Piece Of Glass	Wind	35	12	Yuke's Store, Library
	Worn Weapon	Earth	40	20	Training Sea
	Worn Armor	Earth	25	20	Training Sea
	Broken Sword	Wind	5	95	Dragon Graveyard
	Rusted Gear	Wind	25	14	Library, Training Sea
	Cracked Fossil	Earth	15	66	Dumpster
	Beginning Seed	Earth	100	160	Deep Ruins
	Junk	Earth	20	67	Dumpster
	Anicent Tablet	Earth	90	154	Dragon Graveyard
	Industrial Waste	Fire	10	63	Dumpster
	Puniball	Water	55	11	Yuka's Store, Broken Plank Bridge
	Big Puniball	Water	80	117	Millinnium Forest
	Brownie Mask	Earth	70	4	Learning Bridge, Fairy's Tree, Living Water Forest
	Brownie Hammer	Earth	60	5	Magical Brownie
	Tuft	Earth	70	8	Mimisuke's Market, Learning Bridge, Fairy's Tree

Image	Name	Element	E-Level	Price	Aquisition
	Knot	Earth	85	67	Mimisuke's Market, Eternal Frozen Peak, Fruitful Hill
	Shiny Moustache	Earth	100	123	Millinnium Forest, Windy Hill
	Fairy Dust	Wind	75	114	Mimisuke's Market, Millinnium Forest, Windy Hill
	Dragon Scale	Fire	90	93	Calm Snow Mountain, Dragon Graveyard
	Dragon Wing	Fire	80	47	Cruise Ship of Time
	Dragon Horn	Fire	100	160	Dragon Graveyard
	Great Dragon Wing	Fire	100	160	Dragon Graveyard
	Rainbow Feather	Wind	100	160	Deep Ruins
	Phoenix Feather	Wind	70	10	Old Quarry, Broken Plank Bridge
	Black Feather	Wind	10	63	Mimisuke's Market, Dumpster
	Glowing Petal	Wind	75	65	Fruitful Hill
	Blue Petal	Wind	50	6	Learning Bridge, Fairy's Tree, Living Water Forest
	Wild Meat	Earth	55	6	Learning Bridge, Fairy's Tree, Living Water Forest
	Rotten Meat	Earth	25	29	Underground Sewer
	Golden Meat	Earth	90	150	Dragon Graveyard
	Old Screw	Wind	40	9	Learning Bridge, Fairy's Tree, Living Water Forest
	Shiny Screw	Wind	75	30	Yuri's Store, Underground Sewer
	Ivory Horn	Earth	80	9	Old Quarry, Broken Plank Bridge
	Scream Of The Dead	Water	15	38	Mimisuke's Market, Cruise Ship of Time
	Pendelook	Water	10	63	Calm Snow Mountain, Dragon Graveyard
	Mysterious Piece	Water	95	156	Deep Ruins
	Soul Blood	Water	35	9	Living Water Forest, Broken Plank Bridge
	Colelcted Air	Wind	75	5	Living Water Forest
	Stone Heart	Earth	80	4	Living Water Forest, Old Quarry

Image	Name	Element	E-Level	Price	Aquisition
	Gear	Wind	60	12	Mimisuke's Market, Old Quarry, Library
	Grand Gear	Wind	80	90	Dumpster
	Little Gear	Wind	40	29	Underground Sewer, Dumpster
	Beautiful Scale	Water	85	46	Mimisuke's Market, Cruise Ship of Time
	Lizard Tail	Earth	70	19	Training Sea
	Bat Wing	Wind	20	28	Underground Sewer
	Tear Of Light	Water	100	126	Windy Field
	Fallen Sword	Wind	10	98	Deep Sea Ruins
	Ghost Hat	Water	30	9	Living Water Forest, Broken Plank Bridge
	Ice Sugar	Water	55	6	Mimisuke's Market
	Freeze Drop	Water	65	10	Library
	Dry Dessert	Fire	75	88	Lizard, Lizard Warrior, Lizard Shaman, Gram Raider, Stone Soldier
	Heart Starch	Fire	85	46	Cruise Ship of Time
	Snow Animal	Water	100	126	Dark Puni, Big Puni, Horned Puni, Puni Warrior, Puni Dandy
	Snowy Cracker	Water	45	13	Clay Puppet, Kamakazi Doll, Brownie, Magical Brownie, Birdhorse Rider
	Gelatin Cake	Wind	35	20	Kobold Mage, Fighter, Priest, Guard or Knight
	Vanilla Syrup	Wind	25	29	Leaf, Jewel or Sword Sprite, Jewel or Orb Gem.
	Icicle Chocolate	Water	15	51	Kobold Saber or Wizard, Mad Brownie, D Brown, Blood Sword
	Long Ice Cream	Water	60	90	Puni General, Kill Puni, Kobold Ninja, Kobold Kunoichi, Dryad
	Plane Grass	Water	75	5	Cruise Ship of Time
	Evil Apple	Earth	20	5	Living Water Forest
	Mighty Puni Weed	Wind	85	5	Old Quarry
	Antidotal Shroom	Earth	70	5	Dumpster

> Synthesis Items <

Image	Name	Element	E-Level	Price	Standard Recipe	Ether Effects	Synth Dif	Num
	Grain Powder	Earth	Variable	13	Unknown Root, Pumpotatokin	Sticky (0~10), Cheap (0~30), Rough (20~40), Dry (60~80), Top Class (75~100), Smooth (90~100)	Easy	5
	Salt	Water	Variable	22	Water, Steel Lobster, Canone Rock	Sticky (0~10), Low-Class (0~30), Rough (20~40), Dry (60~80), Top Class (75~100), Smooth (90~100)	Easy	4
	Black Powder	Fire	Variable	23	Carbon Boulder, Magical Dirt	Sticky (0~10), Cheap (0~30), Dry (20~35), Rough (60~80), Incomparable (75~100), Smooth (90~100)	Easy	3
	Polish Powder	Earth	Variable	18	Legien Steel, Uni	Sticky (0~10), Low-Class (0~30), Rough (20~40), Dry (60~80), Royal (75~100), Smooth (90~100)	Easy	5
	In Hell Spice	Fire	Variable	80	Golden Herb, Radish, Mandora Root	Sticky (0~10), Worthless (0~30), Rough (20~30), Dry (60~80), Expensive (75~100), Smooth (90~100)	Normal	2
	Magic Clay	Earth	Variable	19	Magical Dirt, Clearwater	Worthless (0~30), Stuck (7~15), Sticky (20~40), Dry (60~80), Royal (75~100), Soft (90~100)	Easy	3
	Blood Clay	Earth	Variable	17	Fiery Red Dirt, Soul Blood	Stuck (0~10), Low-Class (0~30), Sticky (20~40), Dry (60~80), Top Class (73~78), Soft (90~100)	Normal	2
	Original Dirt	Earth	Variable	458	Dragon Black Dirt, Forest Dew, Twilight Berry	Worthless (0~20), Stuck (22~23), Sticky (24~40), Dry (60~80), Incomparable (75~100), Soft (90~100)	Very Hard	1
	Ingot	Earth	Variable	25	Legien Steel, Canone Rock, Water	Soft (0~10), Beginner's Job (0~30), Cracked (20~40), Stuck (60~80), Top Class (75~100), Shiny (90~100)	Normal	3
	Black Steel	Earth	Variable	32	Carbon Boulder, Magical Dirt, Water	Soft (0~10), Beginner's Job (0~30), Cracked (20~40), Stuck (60~80), Top Class (75~100), Shiny (90~100)	Normal	3
	Red Steel	Fire	Variable	31	Cyprus Copper, Clearwater, Fiery Red Dirt	Soft (0~10), Beginner's Job (0~30), Cracked (20~40), Stuck (60~80), Top Class (75~100), Shiny (90~100)	Difficult	2
	Blue Steel	Water	Variable	56	Gravity Stone, Black Oil, Fiery Red Dirt	Soft (0~10), Cheap (0~30), Cracked (20~40), Stuck (60~80), Incomparable (75~100), Shiny (90~100)	Difficult	1
	White Steel	Wind	Variable	420	Mysterious Gem, Brown Groundwater, Holy Crest Paper	Soft (0~10), Cheap (0~30), Cracked (20~40), Stuck (60~80), Incomparable (90~92), Shiny (90~100)	Very Hard	1
	Alchemy Steel	Earth	Variable	177	Ingot, Metal Glass Sheet, Brown Groundwater	Soft (0~10), Worthless (0~30), Cracked (20~40), Stuck (60~80), Expensive (75~100), Shiny (90~100)	Difficult	1
	Altena Ingot	Earth	Variable	642	Elemia Silver, White Steel, Elumeluchiruchiru	Soft (0~10), Beginner's Job (0~30), Cracked (20~40), Stuck (60~80), Royal (75~100), Shiny (90~100)	Very Hard	1
	Gold	Earth	Variable	1999	Original Dirt, Hero's Stone	Soft (0~10), Low-Class (0~30), Cracked (20~40), Stuck (60~80), Expensive (84~85), Shiny (90~100)	Very Hard	1
	Hexametal	Earth	Variable	39	Ingot, Audora's Egg, Canone Rock	Cracked (0~10), Beginner's Job (0~30), Plain (20~40), Extravagent (60~80), Royal (75~100), Shiny (90~100)	Normal	2
	Metal Glass Sheet	Wind	Variable	110	Piece of Glass, Canone Rock, Polish Powder	Cracked (0~10), Low-Class (0~30), Plain (20~40), Extravagent (60~80), Top Class (75~100), Shiny (90~100)	Normal	2
	Black Liquid	Earth	Variable	84	Goat Milk, Joro Spider Web, Carbon Boulder	Sludgy (0~6), Low-Class (7~30), Impure (20~40), Extra Pure (60~80), Top Class (75~100), Purest (90~100)	Easy	3
	Nicro Cloth	Earth	Variable	26	Tuft, Water, Taun	Wrinkled (0~10), Cheap (0~30), Sloppily Made (20~40), Useful (60~80), Expensive (75~100), Nice to Touch (90~100)	Normal	4
	Pleather Cloth	Earth	Variable	19	Unknown Root, Clearwater	Wrinkled (0~10), Cheap (0~30), Sloppily Made (20~40), Useful (60~80), Expensive (75~100), Nice to Touch (90~100)	Normal	4
	Silky Cloth	Wind	Variable	61	Joro Spider Web, Brown Groundwater, Huffin	Wrinkled (0~10), Low-Class (0~30), Sloppily Made (20~40), Useful (60~80), Top Class (70~100), Nice to Touch (90~100)	Normal	3
	Sasha Fabric	Fire	Variable	134	Knot, Brown Groundwater, Phoenix Feather	Wrinkled (0~10), Beginner's Job (0~30), Sloppily Made (20~40), Useful (60~80), Royal (75~100), Nice to Touch (90~100)	Normal	2
	Silver Cotton	Wind	Variable	354	Silver Thread, Never Freeze, Snow Bug Silk	Wrinkled (0~10), Low-Class (0~30), Sloppily Made (20~40), Useful (60~80), Top Class (75~100), Nice to Touch (90~100)	Difficult	2
	Animal Fur	Earth	Variable	115	Tuft, Pleather Cloth, Goat Milk	Wrinkled (0~10), Worthless (0~30), Sloppily Made (20~40), Useful (60~80), Incomparable (75~100), Nice to Touch (90~100)	Difficult	2

Image	Name	Element	E-Level	Price	Standard Recipe	Ether Effects	Synth Dif	Num
	Platnium Cloth	Wind	Variable	513	Pure Fiber, Super Pure Water, Blonde Root	Wrinkled (0~10), Worthless (0~30), Sloppily Made (20~40), Useful (60~80), Royal (81~91), Nice to Touch (90~100)	Very Hard	1
	Liquid Metal	Water	Variable	635	White Steel, Never Freeze, Black Liquid	Impure (0~10), Low-Class (0~30), Sludgy (20~40), Purest (60~80), Incomparable (75~100), Extra Pure (90~100)	Normal	1
	Preservative	Water	Variable	34	Puniball, Clearwater, Taun	Impure (0~10), Cheap (0~30), Sludgy (20~40), Purest (60~70), Incomparable (75~100), Extra Pure (90~100)	Easy	3
	Veggie Fiber	Water	Variable	110	Black Liquid, Blood Rose, Mandora Root	Super Thick (0~10), Beginner's Job (0~30), Thick (20~40), Thin (65~80), Top Class (75~100), Size of a Hair (90~100)	Normal	2
	Silver Thread	Wind	Variable	153	Elemia Silver, Joro Spider Web, Polish Powder	Super Thick (0~10), Worthless (0~30), Thick (20~40), Thin (60~80), Royal (75~100), Size of a Hair (90~100)	Difficult	2
	Clear Fiber	Earth	Variable	207	Kittynip, Chrome Crystal, Elumeluchiruchiru	Super Thick (0~10), Worthless (0~30), Thick (20~40), Thin (60~80), Expensive (75~100), Size of a Hair (90~100)	Very Hard	1
	Plosion	Fire	Variable	137	Black Oil, Canone Crystal, Black Powder	Impure (0~10), Cheap (0~30), Plain (20~40), Extravagent (72~76), Expensive (75~100), Extra Pure (90~100)	Easy	2
	Le Merou Cog	Wind	Variable	87	Old Screw, Gear, Rusted Gear	Unbalanced (0~10), Top Class (0~30), Cool (20~40), Out of Style (60~80), Beginner's Job (75~100), Precise (90~100)	Easy	3
	Eternal Turnkey	Wind	Variable	533	Shiny Screw, Gearbox, Le Merou Cog	Unbalanced (0~10), Beginner's Job (0~30), Out of Style (20~40), Cool (60~73), Precise (74~77), Top Class (80~100)	Easy	4
	Zettel	Earth	Variable	22	Unknown Root, Water, Eiche	Sloppily Made (0~10), Low-Class (0~30), Wrinkled (20~40), Nice to Touch (60~80), Top Class (75~100), Useful (90~100)	Easy	4
	Holy Crest Paper	Earth	Variable	185	Blonde Root, Kittynip, Clearwater	Sloppily Made (0~10), Cheap (0~30), Wrinkled (20~40), Nice to Touch (60~80), Royal (75~100), Useful (90~100)	Difficult	2
	Cursed Paper	Earth	Variable	58	Mandora Root, Rocky Oak Chip, Black Oil	Sloppily Made (0~10), Worthless (0~25), Wrinkled (20~40), Nice to Touch (60~80), Incomparable (75~100), Useful (90~100)	Difficult	2
	Mysterious Ring	Wind	Variable	563	Long Shaft, Blue Steel, Glowing White Sand	Artistic (0~15), Unbalanced (0~30), Beginner's Job (20~40), Precise (60~80), Expensive (75~100), Tasteless (90~100)	Normal	1
	Galilean Scope	Water	Variable	307	Never Freeze, Ancient Pond, Metal Glass Sheet	Tasteless (0~10), Low-Class (28~30), Unbalanced (20~40), Precise (60~80), Expensive (75~100), Artistic (90~100)	Normal	1
	Gearbox	Wind	Variable	107	Gear, Old Screw, Eiche	Unbalanced (0~10), Beginner's Job (0~30), Out of Style (20~40), Cool (60~80), Precise (82~88), Top Class (75~100)	Normal	2
	Canone Crystal	Fire	Variable	77	Canone Rock, FSW, Black Oil	Impure (0~10), Worthless (0~30), Plain (20~40), Extravagent (60~80), Incomparable (75~100), Extra Pure (90~100)	Normal	1
	Glacier Crystal	Water	Variable	84	Glacier Stone, FSW, Brown Groundwater	Impure (0~10), Worthless (0~30), Plain (20~40), Extravagent (60~80), Incomparable (75~100), Extra Pure (90~100)	Normal	1
	Thunder Crystal	Wind	Variable	71	Thunder Stone, FSW, Plasma Jelly	Impure (0~10), Worthless (0~30), Plain (20~40), Extravagent (60~80), Incomparable (75~100), Extra Pure (90~100)	Normal	1
	Auto Igniter	Fire	Variable	310	Recycle Gear, Canone Crystal, Gearbox	Out of Style (0~10), Low-Class (0~30), Unbalanced (20~40), Precise (60~80), Expensive (75~100), Cool (87~90)	Difficult	1
	Coolster	Water	Variable	626	Eternal Turnkey, Glacier Crystal, Collected Air	Out of Style (0~10), Cheap (0~30), Unbalanced (20~40), Expensive (60~80), Precise (85~95), Cool (90~100)	Difficult	1
	Voldspark Pipe	Wind	Variable	227	Metal Glass Sheet, Thunder Crystal, Chrome Crystal	Out of Style (0~10), Beginner's Job (0~30), Unbalanced (20~40), Precise (60~80), Expensive (75~100), Cool (90~100)	Difficult	1
	Magic Ink	Water	Variable	32	Carbon Boulder, Magical Dirt, Water	Sludgy (0~10), Cheap (0~30), Impure (20~40), Smooth (60~80), Royal (81~89), Extra Pure (90~100)	Normal	2
	Blood Ink	Water	Variable	104	Poison Vase, Blood Clay, Soul Blood	Sludgy (0~10), Low-Class (0~30), Impure (20~40), Smooth (60~80), Top Class (75~100), Extra Pure (90~100)	Difficult	2
	Royal Stone	Earth	Variable	177	Mysterious Gem, Brown Groundwater, Polish Powder	Out of Style (0~10), Low-Class (0~30), Sloppily Made (20~40), Useful (60~80), Top Class (75~100), Artistic (90~100)	Difficult	1
	Star Crystal	Earth	Variable	345	Fairy Dust, Kaleidostone, Metal Glass Sheet	Out of Style (0~10), Artistic (10~20), Sloppily Made (0~30), Worthless (40~60), Useful (75~100), Incomparable (90~100)	Very Hard	1
	Blue Crystal	Water	Variable	493	Eternal Water, Tear of Light, Mysterious Gem	Out of Style (0~10), Beginner's Job (0~30), Sloppily Made (20~40), Artistic (60~80), Royal (75~100), Useful (90~100)	Very Hard	1
	Mana-Eurism Core	Wind	Variable	605	Mysterious Piece, Mana Stone, Super Pure Water	Tasteless (0~10), Low-Class (0~30), Out of Style (20~40), Artistic (60~80), Incomparable (75~100), Cool (90~100)	Very Hard	1

Image	Name	Element	E-Level	Price	Standard Recipe	Ether Effects	Synth Dif	Num
	Eye Of Truth	Wind	Variable	210	Glowing White Sand, Piece of Glass, Chrome Crystal	Tasteless (0~10), Worthless (0~30), Out of Style (20~40), Artistic (60~80), Top Class (80~100), Cool (90~100)	Difficult	1
	FSW	Earth	Variable	24	Water Tree Fruit, Bitter Grape, Water	Dragon Killing (0~10), Cheap (11~30), Sludgy (20~40), Purest (55~70), Top Class (75~100), Ultimate Taste (90~100)	Normal	3
	Elumeluchiruchiru	Fire	Variable	102	Rotten Meat, Black Oil, Poison Shroom	Cheap (0~30), Dragon Killing (10~15), Sludgy (20~40), Purest (60~80), Incomparable (75~100), Ultimate Taste (90~100)	Normal	2
	Super Pure Water	Water	Variable	191	Never Freeze, Glowing White Sand, Clear Stream Moss	Dragon Killing (0~10), Worthless (0~30), Sludgy (20~40), Purest (60~80), Royal (75~100), Ultimate Taste (92~93)	Difficult	1
	Recycle Gear	Wind	Variable	114	Junk, Rusted Gear, Old Screw	Unbalanced (0~10), Worthless (0~30), Out of Style (20~40), Expensive (60~80), Cool (80~90), Precise (90~100)	Difficult	1
	Long Shaft	Earth	Variable	59	Piece of Glass, Ingot, Polish Powder	Unbalanced (0~10), Low-Class (0~30), Out of Style (20~40), Cool (60~80), Expensive (75~100), Precise (90~100)	Normal	4
	Gold Shaft	Earth	Variable	325	Alchemy Steel, Glowing White Sand, Black Liquid	Unbalanced (0~10), Cheap (0~30), Out of Style (20~40), Royal (60~80), Cool (75~100), Precise (90~100)	Normal	2
	Poison Vase	Water	Variable	76	Poison Shroom, Balloon Fish, Joro Spider Web	Purest (0~10), Worthless (0~30), Impure (20~40), Sludgy (60~80), Extra Pure (90~94), Royal (90~100)	Normal	1
	Blade Motor	Wind	Variable	50	Gearbox, Long Shaft, Gear	Unbalanced (0~10), Beginner's Job (0~30), Out of Style (20~40), Cool (60~80), Top Class (75~100), Precise (90~100)	Normal	1
	Laughing Bag	Fire	Variable	3	Nicro Cloth, Reflect Whistle, Puniball	Twitter (0~19), Chuckle (20~39), Cackle (40~59), Smirkless Laugh (60~74), Beautiful Laugh (75~89), Creepy Laugh (90~100)	Normal	1

> Usable Items <

Image	Name	Elem	Price	Recipe/Aquisition	Ether Effects	Effect	Target	Synth Dif	Num
	Heal Jar	Water	24	Recycle Gear, Dragon Wing, X Heal / Infirmary	Small (0~24), Sticky (0~49), Faded (25~49), Glowing (60~100), Expensive (75~100), Green (90~100)	Heals HP of single ally by a little.	Ally	Easy	2
	X Heal	Water	80	Kittynip, Clearwater, Mandora Root	Stimulating (0~10), Glowing (0~25), Small (0~49), Expensive (60~74), Soothing Scent (75~100), Big (80~100)	Heals HP of a single ally.	Ally	Normal	1
	Heal All	Water	160	Recycle Gear, Dragon Wing, X Heal	Big (0~10), Bad Smell (0~25), Impure (11~49), Green (60~74), Translucent (75~100), Rainbow (90~100)	Heals HP of all allies.	Ally	Difficult	2
	Cure Jar	Water	27	Clearwater, Blue Petal, Huffin	Extremely Small (0~16), Holy (17~20), Soothing Scent (21~80), Shriveled (40~60), Oversized (95~100), Top Class (80~100)	Battle: Cures all abnormalities.	Ally	Normal	2
	Nectar	Water	50	Lizard Tail, Puniball, FSW / Infirmary	Instant (0~10), Translucent (0~24), Distorted (25~49), Glowing (60~74), Expensive (75~100), Shimmer (90~100)	Battle: Awakens ally and restores HP a little.	Ally	Normal	2
	Super Nectar	Water	307	Sunny Rose, In Hell Spice, Nectar	Small (0~20), Sticky (10~39), Hard to Use (30~70), Awkward (40~60), Glowing (61~100), Big (80~100)	Battle: Awakens ally and restores Half HP.	Ally	Difficult	1
	Shining Grail	Water	949	Super Pure Water, Twilight Berry, Altena Ingot	Translucent (0~15), Incomparable (0~29), Difficult (10~100), Impure (30~70), Glowing (75~89), Shimmer (90~100)	Battle: Awakens Front Row Allies and restories a little HP	Ally	Very Hard	1
	Knowledge Soup	Water	25	Clear Stream Moss, Water Tree Fruit, Huffin / Infirmary	Gentle Scent (0~19), Super Sweet (20~30), Defective (20~50), Purple (60~100), Easy to Use (80~100), Shimmer (90~100)	Restores SP of a single ally by a little.	Ally	Normal	2
	Elixir	Water	750	Beginning Seed, Dunkelhite, Snow Bug Silk	Big (10~13), Calming Scent (15~30), Impure (40~60), Difficult (0~79), Hard to Use (80~100), Translucent (90~100)	Heals HP of a Single ally by a lot/	Ally	Very Hard	1
	Fish Boat	Water	1029	Queen Tuna, King Tuna, Radish	Amateur Hour (0~30), Rainbow (0~15), Hard to Eat (10~69), Top Class (60~80), Stuffed (70~100), Masterful (85~100)	Heals some HP of all allies.	Ally	Very Hard	1
	Green Soup	Earth	40	Unknown Root, Water, Taun	Watered Down (0~40), Fluffy (0~20), Stinky (20~40), Flavorful (60~79), Energizing (60~100), Powerful (80~100)	Heals HP of a single ally by a little. Boosts DEF for x6 turns.	Ally	Easy	2
	Blank Stew	Earth	22	Wild Meat, Goat Milk, Pumpotatokin	Purple (0~20), Unappetizing (0~40), Salty (20~40), Glowing (60~100), Delicious (80~100), Thick (90~100)	Heals HP of a single ally by a litte. Boosts RES for x6 turns.	Ally	Easy	2

Image	Name	Elem	Price	Recipe/Aquisition	Ether Effects	Effect	Target	Synth Dif	Num
	Forest Soup	Earth	319	Synthesis	Instant (0~9), Rotten (10~39), Flavorful (0~40), Impure (40~89), Green (80~100), Oversized (90~100)	Auto Heals Single ally for a little. For x6 turns.	Ally	Very Hard	1
	Ocean Stew	Water	441	Eternal Water, Ancient Shark, King Crab	Specific (0~25), Bitter (20~39), Salty (40~60), Translucent (70~100), Golden (80~100), High-Speed (77~79)	Restores HP and SP of a single ally.	Ally	Very Hard	1
	Flame	Fire	40	Canone Rock, Nicro Cloth, Bee Hive	Extremely Small (0~9), Go to Sleep (0~25), Crude (20~40), Well-Made (60~100), Stinky (70~100), Big (80~100)	Battle: Low Fire damage	Enemy	Easy	3
	Tera Flame	Fire	567	Auto Igniter, Plosion, Gearbox	Small (0~15), Metal Melting (0~30), Hard to Use (30~70), Awkward (40~60), Exploding (80~100), Skilled (95~100)	Battle: Large Fire damage	Enemy	Difficult	2
	Bomb Ice	Water	37	Clearwater, Glacier Stone, Grain Powder,	Sealing (0~9), Silencer (10~30), Improper (20~40), Top Class (60~100), Easy to Use (75~100), Hypnotic (90~100)	Battle: Small Water damage	Enemy	Easy	3
	Long Bomb ice	Water	738	Coolster, Glacier Crystal, Salt	Total Package (0~10), Small (0~20), Easy to Use (0~40), Glowing (60~89), Shadow Binding (80~100), Translucent (90~100)	Battle: Large Water damage	Enemy	Difficult	2
	Lightning Rod	Wind	79	Old Screw, Thunder Stone, Beast Fang	Power Stealing (0~15), Distorted (10~30), Terrible (20~40), Well-Made (60~90), Exploding (70~100), Diffusing (91~100)	Battle: Small Wind damage	Enemy	Easy	3
	Thunder Rod	Wind	625	Voldspark Pipe, Shiny Screw, Thunder Crystal	Incomparable (0~10), Go to Sleep (0~30), Awkward (40~60), Skilled (75~90), Easy to Use (70~100), Concentrated (91~100)	Battle: Large Wind damage	Enemy	Difficult	2
	Uni	Earth	8	Yuka's Store, Learning Bridge, Fairy's Tree	None	Battle: Small non-elemental damage with Poison	Enemy	N/A	N/A
	Unyu	Earth	90	Eternal Frozen Peak, Calm Snow Mountain, Windy Field	None	Battle: Mid non-elemental damage with Poison	Enemy	N/A	N/A
	Uni Bomb	Earth	47	Uni, Grain Powder, Balloon Fish	Cursing (0~5), Stinky (6~30), Crude (20~39), Poisonous (40~69), Super Poisonous (70~100), Total Package (80~100)	Battle: Severe non-elemental damage with Poison	Enemy	Normal	3
	Globe	Earth	314	Steel Cedar Bark, Global Sphere, Zettel	Easy to Use (0~20), Magic Stealing (0~40), Improper (15~49), Difficult (60~100), Well-Made (80~100), Masterful (90~100)	Battle: Applies damage partial to max HP. Ineffective against some enemies.	Enemy	Very Hard	1
	Dark Water	Water	255	Night Queen, Ancient Pond, Poison Vase	Damp (0~14), Big (0~25), Metal Melting (16~40), Acidic (60~89), Diffusing (80~100), Lethargic (90~100)	Battle: Applies all abnormalities to target. Each is applied seperately.	Enemy	Very Hard	1
	Divine Shield	Earth	328	Alchemy Steel, Rune Amber, Metal Glass Sheet	Extremely Small (0~14), Small (15~60), Distorted (20~40), Diffusing (70~85), Well-Made (70~100), Oversized (90~92)	Battle: Nulls physical attacks at a certain rate. Effective for 6 turns.	Ally	Very Hard	1
	Misty Curtain	Wind	574	Holy Crest Paper, Sasha Fabric, Magic Ink	Hard (0~5), Defective (0~15), Hard to Use (0~70), Easy to Use (80~100), Oversized (90~100), Specific (95~100)	Battle: Resistant against elemental damage. Effective for 6 turns.	Ally	Very Hard	1
	Wild Steak	Fire	113	Wild Meat, In Hell Spice, Salt	Rare (0~15), Tangy (0~30), Spicy (20~40), Medium (60~69), Stimulating (70~100), Well Done (80~100)	Heals HP of single ally. Increases ATK during battles. Effective for 6 turns.	Ally	Normal	1
	Goat Cheese	Earth	49	Goat Milk, Collected Air, Preservative	Royal (0~9), Rotten (10~30), Stinky (30~60), Tangy (70~89), Skilled (80~100), Calming Scent (90~100)	Heals HP of single ally. Auto heals during battles. Effective for 6 turns.	Ally	Normal	3
	Moon Quiche	Wind	88	Audora's Egg, Goat Cheese, Grain Powder	Golden (0~15), Small (0~30), Terrible (40~60), Rich (70~100), Masterful (80~100), Fluffy (90~100)	Battle: Increases DEF and RES. Effective for 6 turns.	Ally	Normal	2
	Broiled Fish	Fire	95	Sword Fish, Radish, Salt	Caressing Scent (0~10), Unappetizing (0~29), Salty (30~59), Energizing (60~100), Delicious (75~100), Big (85~100)	Heals HP of single ally. Increases MGK during battles. Effective for 6 turns.	Ally	Easy	2
	Ceramic Plate	Earth	101	Brown Groundwater, Magic Clay, Flame	Will Weakening (0~20), Small (0~30), Distorted (20~39), Rocky (40~60), Exploding (75~100), Skilled (90~100)	Battle: Applies non-elemental damage with a high chance of knock out.	Enemy	Difficult	1
	Master's Ceramic	Earth	801	Dragon Black Dirt, Original Dirt, Sasha Fabric	Easy to Use (0~15), Breezy (0~29), Terrible (30~60), Difficult (40~70), Incomparable (85~100), Total Package (90~100)	Battle: Severe non-elemental damage with a high chance of knock out.	Enemy	Very Hard	1
	Sweetsland	Water	927	Dry Dessert, Frozen Gem, Pumpotatokin Pie	Well-Made (0~10), Savory (0~20), Super Sweet (25~60), Sweet Scent (30~70), Rainbow (80~100), Caressing Scent (90~100)	Battle: Chance to null physical attacks, and resist elemental damage for 6 turns.	Ally	Difficult	1

Image	Name	Elem	Price	Recipe/Aquisition	Ether Effects	Effect	Target	Synth Dif	Num
	120% Fruit	Water	13	Night-in-Grape, Water Tree Fruit	Expensive (0~20), Glowing (0~40), Awkward (30~50), Shimmer (55~80), Top Class (75~100), Big (85~100)	Battle: Awakens and heals HP of ally.	Ally	Easy	1
	Dragon Breath	Fire	126	In Hell Spice, Monster Bone, Radish	Extremely Spicy (0~9), Hot (0~40), Bitter (10~29), Spicy (30~89), Cold (80~100), Hating (90~100)	Battle: Mid Fire element damage.	Enemy	Normal	2
	Heavenly Juice	Water	363	Sweet Apple, Frozen Fruit, Yubana Water	Cavity Causing (0~9), Small (0~20), Super Sweet (21~40), Bitter (60~70), Big (71~100), Stinky (90~100)	Battle: Nulls all boost effects on enemies.	Enemy	Normal	2
	Cheese Cake	Earth	72	Goat Cheese, Grain Powder, Ice Sugar	Tangy (0~15), Big (0~30), Terrible (20~60), Skilled (70~90), Top Class (75~100), Gentle Scent (85~100)	Increases ATK and MGK. Effective for 6 turns.	Ally	Normal	2
	Pumpotatokin Pie	Earth	44	Pumppotatokin, Grain Powder, Vanilla Syrup	Small (0~15), Energizing (0~25), Stinky (20~40), Awkward (30~60), Well-Made (70~100), Flavorful (80~100)	Battle: Nulls ATK at a certain rate. Effective for 6 turns.	Ally	Easy	1
	Frozen Gem	Water	758	Long Bomb Ice, Freeze Drop, Water Tree Fruit	Fluffy (0~5), Small (0~20), Purple (10~30), Sweet (40~60), Delicious (70~100), Hard (95~100)	Battle: Increases SPD. Effective for 6 turns.	Ally	Normal	2
	Grape Sorbet	Water	60	Bitter Grape, Clearwater, Bomb Ice	Aroma (17~20), Sour (25~50), Sticky (30~60), Beautiful (60~79), Purple (80~100), Translucent (90~100)	Battle: Small auto heal. Effective for 6 turns.	Ally	Normal	2
	Muscat Ice	Water	720	Muscat, Coolster, Goat Milk	Specific (0~9), Thick (0~30), Cavity Causing (10~39), Green (40~89), Delicious (75~100), Rainbow (90~100)	Battle: Auto heal. Effective for 6 turns.	Ally	Difficult	1
	Cold Heaven	Water	1019	Snow Animal, Frozen Fruit, Muscat Ice	High-Speed (8~10), Royal (0~40), Difficult (0~100), Oversized (80~100), Golden (90~100), Total Package (75~77)	Battle: Gain multiple turns in exchange for SP.	Ally	Very Hard	1
	ATK Fruit	Fire	5	Mimisuke's AP Store	None	Increases ATK of single ally.	Ally	N/A	N/A
	MGK Fruit	Wind	5	Mimisuke's AP Store , Gail Empress, Tetri	None	Increases MGK of single ally.	Ally	N/A	N/A
	DEF Fruit	Earth	5	Mimisuke's AP Store	None	Increases DEF of single ally.	Ally	N/A	N/A
	RES Fruit	Water	5	Mimisuke's AP Store , Proto Buffacow	None	Increases RES of single ally.	Ally	N/A	N/A
	SPD Fruit	Wind	5	Mimisuke's AP Store , 1-inch Brownie	None	Increases SPD of single ally.	Ally	N/A	N/A
	Youthful Appple	Earth	5	Mimisuke's AP Store	None	Increases HP of single ally.	Ally	N/A	N/A
	Eternal Peach	Water	5	Mimisuke's AP Store, Sasalina	None	Increases SP of single ally.	Ally	N/A	N/A
	Plant Stimulant	Water	83	Brown Groundwater, FSW, Taun	None	Field use: Recovers crops.	Ally	Normal	1
	Air Drop	Water	0	Super Pure Water, Collected Air, Ice Sugar	None	Breathe underwater.	Ally	N/A	N/A
	Repeating Pick	Earth	41	Eiche, Ingot, Legien Steel	None	Mining use: Allows one mistake.	Ally	Normal	3
	Power Pick	Earth	133	Eiche, Blue Steel, Blood Clay	None	Mining use: Allows two mistakes.	Ally	Difficult	2
	Unique Pick	Earth	888	Steel Cedar Bark, White Steel, Sasha Fabric	None	Mining use: Allows three mistakes.	Ally	Very Hard	2
	Extreme Cu Hook	Water	107	Feather Charm, Joro Spider Web, Beast Fang	None	Fishing use: Increases damage to fish.	Ally	Normal	3

Image	Name	Elem	Price	Recipe/Aquisition	Ether Effects	Effect	Target	Synth Dif	Num
	Extreme Ag Hook	Water	160	Phoenix Feather, Veggie Fiber, Monster Bone	None	Fishing use: Increases time limit for fishing.	Ally	Difficult	2
	Extreme Au Hook	Water	558	Black Feather, White Steel, King Tuna	None	Fishing use: Press down arrow to slow down pointer.	Ally	Very Hard	2
	Detect Loupe	Wind	80	Piece of Glass, Old Screw, Eiche	None	Mining use: Adds one space for more items to be stored in the slots.	Ally	Normal	3
	Micro Loupe	Wind	526	Kaleidostone, Shiny Screw, Metal Glass Sheet	None	Mining use: Slows down the speed of a slot.	Ally	Difficult	2
	Master Loupe	Wind	1007	Pearl Ball, Prism Light, Pure Eye	None	Mining use: More chance to get rare items.	Ally	Very Hard	1
	Time Stone Plate	Earth	322	Ancent Tablet	None	Field use: Stops the movement of monsters for a certain time.	Ally	Very Hard	1
	Treasure Cape	Wind	128	Kaleidostone, Silky Cloth, Joro Spider Web	None	Field use: Avoids contact with monsters for a certain time.	Ally	Normal	2

> Weapons <

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Hand Dagger	Earth	26	Polish Powder, Legien Steel	0	0	16	0	0	0	0	1	0	0	0	Blow (0~10), Painful (0~35), Ringing (15~60), Smart (40~85), Lucky (65~100), Magician's (90~100)	Raze
	Hunter's Knife	Wind	13	Beast Fang, Eiche	0	0	21	10	0	0	0	2	0	0	0	Poisonous (0~10), Single Feather (0~35), Weightless (15~60), Sharp (40~85), Dizzying (65~100), Beast Master (85~100)	Raze
	Parrying Dagger	Earth	43	Legien Steel, Ingot, Eiche	0	0	25	0	13	0	0	1	0	0	0	Dizzying (0~10), Sturdy (0~35), Painful (15~60), High Quality (40~85), Lucky (65~100), Knight's Power (90~100)	Raze
	Perfect Knife	Earth	64	Black Steel, Piece of Glass, Polish Powder	0	0	28	0	0	0	0	3	0	0	0	Double Attack (0~10), Warrior's Power (0~35), Sharp (15~60), Lucky (40~85), Barbaric (65~100), Satisfying (90~100)	Raze
	Whirlwind Knife	Wind	46	Bee Stinger, Red Steel, Little Sword Fish	0	0	39	20	0	0	0	3	0	0	0	Satisfying (0~10), Barbaric (0~35), Ringing (15~60), Weightless (40~85), Double Attack (65~100), Mana Stalker (90~100)	Raze
	Bandit Dagger	Wind	147	Beautiful Scale, Sword Fish, Poison Shroom	0	0	67	0	0	0	11	1	0	0	0	Penetrating (0~10), Triple Attack (0~35), High Quality (15~60), Poisonous (40~85), Single Feather (65~100), Venomous (90~100)	Raze
	Puni Cutter	Water	94	Blue Steel, Puniball, Salt	0	0	53	0	0	0	0	4	0	0	0	Flattened (0~10), Warrior's Power (0~35), Ringing (15~60), Knight's Soul (40~85), Freeze (65~100), Punicide (90~100)	Raze
	Soul Cutter	Earth	59	Blood Clay, Phoenix Feather, Soul Blood	0	0	46	23	0	0	0	5	0	0	0	Half Concious (0~10), Top Quality (0~35), Hateful (15~60), Smart (40~85), Tranqulizing (65~100), Magician's (90~100)	Raze
	Mech Dagger	Wind	281	Alchemy Steel, Le Merou Cog, Old Screw	0	0	59	0	0	0	0	7	0	0	0	Super Heavy (0~10), Blow (0~35), Sharp (15~60), High Quality (40~85), Mech Battler (65~100), Top Quality (90~100)	Raze
	Fang Stylet	Fire	487	Dragon Scale, Gold Shaft, Chrome Crystal	0	0	109	0	0	0	0	3	0	0	0	Hero's Power (0~10), Offensive (0~35), Dragon Slayer (15~60), Opportunist (40~85), Magician's (65~100), Deadly (90~100)	Raze
	Lucky Knife	Earth	1216	Elemia Silver, Eternal Turnkey, Holy Guard	0	0	92	0	0	0	0	3	0	0	0	Magician's (0~10), Elder's Knowledge (0~35), Barbaric (15~60), Sealing (40~85), Knight's Soul (65~100), Knight's Power (90~100)	Raze
	Element Sword	Fire	388	Eye of Truth, Plosion, Rune Amber	0	0	79	40	0	0	0	6	0	0	0	Snow Flurry (0~10), Top Quality (0~35), Wise (15~60), Mana Stalker (40~85), Satisfying (65~100), Hellfire (90~100)	Raze

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Shadow End	Earth	185	Cursed Bone, Pendelook, Worn Weapon	0	0	99	0	0	0	0	5	0	0	0	Kill (0~10), Darkness (0~35), Flattened (15~60), Keen (40~85), Shadowless (65~100), Masterwork (90~100)	Raze
	Jade CrysKnife	Earth	400	Clear Fiber, Royal Stone, Sharkgill	0	0	139	70	0	0	0	5	0	0	0	Deity's Knowledge (0~10), Hero's Soul (0~35), Vague (15~60), Magician's (40~85), Ultimate (65~100), Filled with Mana (90~100)	Raze
	Twilight Blade	Wind	667	Broken Sword, Original Dirt, Twilight Berry	51	51	152	0	0	0	0	11	0	0	0	Laid Out (0~10), Half Concious (0~35), Yokozuna (15~60), Demon Bane (40~85), Shadowless (65~100), Great Power (90~100)	Raze
	Hell Moonlight	Earth	1700	Ancient Meteorite, Gold, Brave Symbol	0	0	165	33	33	33	0	8	0	0	0	Lightspeed (0~25), Penultimate (11~11), Ghost Hunter (15~60), Deadly (40~85), Champion's Soul (65~100), Champion's Power (90~100)	Raze
	Magic Cord	Wind	35	Nicro Cloth, Taun	0	0	0	16	0	0	0	1	0	0	0	Knight's Soul (0~10), High Quality (0~35), Lucky (15~60), Smart (40~85), Scholar's Knowledge (65~100), Wise (90~100)	Ulrika
	Power String	Wind	51	Unknown Root, Magic Cord, Tuft	0	0	0	21	0	0	0	2	0	0	0	Satisfying (0~10), Tranqulizing (0~35), Heavy (15~60), Ringing (40~85), Dizzying (65~100), Flattened (90~100)	Ulrika
	Spike Chain	Earth	23	Bast Fang, Unknown Root, Legien Steel	0	0	0	25	0	0	0	3	0	0	0	Top Quality (0~10), Warrior's Soul (0~35), High Quality (15~60), Lucky (40~85), Offensive (65~100), Double Attack (90~100)	Ulrika
	Living Rope	Earth	33	Puniball, Mandora Root, Taun	0	0	0	31	0	0	0	3	0	0	0	Elder's Knowledge (0~10), Freeze (0~35), Scholar's Knowledge (15~60), Smart (40~85), Dizzying (65~100), Wise (90~100)	Ulrika
	Velvet Cord	Wind	43	Pleather Cloth, Joro Spidr Web, Rocky Oak Chip	0	0	0	40	0	0	0	3	0	0	0	Single Feather (0~10), Beast Master (0~35), Weightless (15~60), Tranqulizing (40~85), Top Quality (65~100), Sealing (90~100)	Ulrika
	Iron Rose	Earth	306	Alchemy Steel, Veggie Fiber, Blood Rose	0	0	0	67	0	0	0	6	0	0	0	Top Quality (0~10), Blow (0~35), Super Heavy (15~60), Dizzying (40~85), Offensive (65~100), Half Concious (90~100)	Ulrika
	Living Chain	Wind	98	Silky Cloth, Puniball, Spike Chain	0	0	0	53	0	0	0	5	0	0	0	Stop Motion (0~10), Tranqulizing (0~35), Ringing (15~60), Wise (40~85), Elder's Knowledge (65~100), Punicide (90~100)	Ulrika
	Happy Rope	Wind	248	Holy Crest Paper, Living Rope, FSW	0	0	0	114	0	0	0	2	0	0	0	Penultimate (0~10), Yokozuna (0~35), Flattened (15~60), Luminous (40~85), Sage's Knowledge (65~100), Shadowless (90~100)	Ulrika
	Fiber Rod	Water	137	Veggie Fiber, Joro Spider Web, Tuft	0	0	0	46	0	0	0	1	0	0	0	Knight's Power (0~10), Warrior's Soul (0~35), Warrior's Power (15~60), Weightless (40~85), Double Attack (65~100), Single Feather (90~100)	Ulrika
	Snake Whip	Wind	116	Beautiful Scale, Living Rope, Lizard Tail	0	0	0	92	0	0	0	7	0	0	0	Venomous (0~10), Knight's Power (0~35), Poisonous (15~60), Wise (40~85), Knight's Soul (65~100), Magician's (90~100)	Ulrika
	Slinky Strap	Earth	243	Willpower Headband, Veggie Fiber, Gel Rubber Sap	0	0	0	79	0	0	0	3	0	0	0	Opportunist (0~10), Top Quality (0~35), Dizzying (15~60), Blow (40~85), Double Attack (65~100), Flattened (90~100)	Ulrika
	Starry Chain	Wind	1090	Star Crystal, Whte Steel, Gold Shaft	0	0	0	139	35	35	0	9	0	0	0	Laid Out (0~10), Half Concious (0~35), Mech Battler (15~60), Mana Stalker (40~85), Shadowless (65~100), Unconcious (90~100)	Ulrika
	Nature Vine	Earth	428	Sunny Rose, Holy Branch, Blonde Root	50	50	0	139	0	0	0	5	0	0	0	Half Concious (0~10), Ultimate (0~35), Great Power (15~60), Stop Motion (40~85), Opportunist (65~100), Deity's Knowledge (90~100)	Ulrika
	Aurora Whip	Wind	493	Rainbow Feather, Clear Fiber, Kaleidostone	0	0	0	152	0	0	51	11	0	0	0	Lightspeed (0~10), Silencing (0~35), Vague (15~60), Magician's (40~85), Hero's Soul (65~100), Champion's Power (90~100)	Ulrika
	Scorch Blazer	Fire	1284	Mana-eurism Core, Shiny Moustache, Platinum Cloth	0	0	0	165	33	33	33	8	0	0	0	Deadly (0~10), Great Power (0~35), Mana Stalker (15~60), Cosmic Fire (40~100), Penultimate (77~77), Filled with Mana (90~100)	Ulrika
	Basic Spellcasting	Earth	29	Magical Dirt, Zettel	0	0	0	18	0	0	0	1	0	0	0	High Quality (0~10), Weightless (0~35), Hateful (15~60), Painful (40~85), Lucky (65~100), Half Concious (90~100)	Chloe
	Book of Evil Ways	Earth	31	Tuft, Zettel	0	0	0	21	0	0	0	2	0	0	0	Top Quality (0~10), Sealing (0~35), High Quality (15~60), Smart (40~85), Knight's Power (65~100), Wise (90~100)	Chloe

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	The Little Mage	Earth	45	Beast Fang, Unknown Root, Nicro Cloth	0	0	0	25	0	0	0	3	0	0	0	Ringing (0~10), Painful (0~35), Scholar's Knowledge (15~60), Lucky (40~85), Wise (65~100), Satisfying (90~100)	Chloe
	Intermediate Spellcasting	Earth	56	Salt, Zettel, Mandora Root	0	0	0	32	0	0	0	2	0	0	0	Single Feather (0~10), Ghost Hunter (0~35), Warrior's Power (15~60), Warrior's Soul (40~85), Top Quality (65~100), Knight's Soul (90~100)	Chloe
	Necronomicon	Earth	68	Magic Ink, Nicro Cloth, Blood Rose	0	0	0	40	16	0	0	1	0	0	0	Knight's Power (0~10), Sealing (0~35), Hateful (15~60), Smart (40~85), Raging (65~100), Wise (90~100)	Chloe
	Southern Magic	Wind	100	Zettel, Blood Clay, Brownie Mask	0	0	0	48	0	0	0	2	0	0	0	Flattened (0~10), Poisonous (0~35), Ringing (15~60), Heavy (40~85), Top Quality (65~100), Half Concious (90~100)	Chloe
	Advanced Spellcasting	Earth	92	Monster Bone, Bat Wing, Silky Cloth	0	0	0	57	0	0	0	2	0	0	0	Ultra Speed (0~10), Ringing (0~35), Beast Master (15~60), Painful (40~85), Satisfying (65~100), Elder's Knowledge (90~100)	Chloe
	Demon's Gate	Fire	159	Blood Ink, Rune Amber, Blood Clay	0	0	0	74	25	0	0	4	0	0	0	Knight's Soul (0~10), Knight's Power (0~35), Sealing (15~60), Wise (40~85), Dizzying (65~100), Magician's (90~100)	Chloe
	Forbidden Magic	Earth	169	Cursed Paper, Poison Vase, Rotten Meat	30	0	0	67	0	0	0	3	0	0	0	Penetrating (0~10), Blow (0~35), Dizzying (15~60), Top Quality (40~85), Satisfying (65~100), Prompt (90~100)	Chloe
	Devil Book	Fire	299	Stone Charm, Animal Fur, Scream of the Dead	0	0	0	91	30	0	0	3	0	0	0	Silencing (0~10), Single Feather (0~35), Double Attack (15~60), Demon Bane (40~85), Darkness (65~100), Sage's Knowledge (90~100)	Chloe
	Bi-Polar Diary	Earth	584	Cursed Bone, Scapegoat Doll, Silver Cotton	0	0	0	119	0	24	0	4	0	0	0	Raging (0~10), Venomous (0~35), Satisfying (15~60), Dragon Slayer (40~85), Ultimate (65~100), Magician's (90~100)	Chloe
	Jade Tablet	Earth	948	Ancient Tablet, Aroma Material, Royal Stone	0	50	0	156	0	0	0	8	0	3	0	Deity's Knowledge (0~10), Magician's (0~35), Silencing (15~60), Stop Motion (40~85), Ultimate (65~100), Deadly (90~100)	Chloe
	Seven Grimoire	Fire	303	Tear of Light, Pendelook, Cursed Paper	0	0	0	139	35	0	14	5	0	0	0	Penultimate (0~10), Venomous (0~35), Hellfire (15~60), Snow Flurry (40~85), Hero's Power (65~100), Champion's Soul (90~100)	Chloe
	World's Magic	Earth	422	Holy Crest Paper, Demon's Gate, Necronomicon	0	0	0	103	0	0	0	6	0	0	0	Flattened (0~10), Half Concious (0~35), Yokozuna (15~60), Knight's Soul (40~85), Hero's Power (65~100), Deadly (90~100)	Chloe
	Diabolos	Water	543	Dark Symbol, Holy Crest Paper, Symbol of Uroborus	0	0	0	172	34	34	0	5	0	1	0	Champion's Power (0~10), Demonic (0~35), Penultimate (42~42), Laid Out (30~85), Great Power (65~100), Filled with Mana (90~100)	Chloe
	Maid Torque	Water	35	Tuft, Nicro Cloth	0	0	0	16	0	0	0	1	0	0	0	Single Feather (0~10), Ringing (0~35), Painful (15~60), Smart (40~85), Top Quality (65~100), Wise (90~100)	Lily
	Spiked Collar	Earth	13	Beast Fang, Eiche, Legien Steel	0	0	0	21	11	0	0	2	0	0	0	Satisfying (0~10), Beast Master (0~35), Lucky (15~60), Dizzying (40~85), Blow (65~100), Half Concious (90~100)	Lily
	Table Napkin	Wind	30	Huffin, Zettel	0	0	0	26	0	0	0	1	0	0	0	Knight's Soul (0~10), Scholar's Knowledge (0~35), Double Attack (15~60), High Quality (40~85), Blow (65~100), Top Quality (90~100)	Lily
	Ragged Collar	Earth	58	Water, Gel Rubber Sap, Cyprus Copper	0	0	0	40	20	0	0	2	0	0	0	Beast Master (0~10), Single Feather (0~35), Warrior's Soul (15~60), Smart (40~85), Satisfying (65~100), Wise (90~100)	Lily
	Lacy Collar	Water	104	Silky Cloth, FSW, Blue Petal	0	0	0	53	0	0	0	3	0	0	0	Single Feather (0~10), Elder's Knowledge (0~35), Weightless (15~60), Smart (40~85), Offensive (65~100), Wise (90~100)	Lily
	Pretty Neck Tie	Earth	120	Pleather Cloth, Feather Charm, 120% Fruit	0	0	0	33	0	0	0	1	0	0	0	Knight's Soul (0~10), Dizzying (0~35), Tranqulizing (15~60), Satisfying (40~85), Top Quality (65~100), Knight's Power (90~100)	Lily
	Wet Scarf	Water	73	Clearwater, Gel Rubber Sap, Clear Stream Moss	0	0	0	46	0	0	0	2	0	0	0	Opportunist (0~10), Blow (0~35), Water Power (15~60), Freeze (40~85), Mana Stalker (65~100), Snow Flurry (90~100)	Lily
	Runed Collar	Wind	192	Rune Stone, Monster Bone, Magic Clay	0	0	0	59	20	0	0	4	0	0	0	Demon Bane (0~10), Elder's Knowledge (0~35), Sealing (15~60), Heavy (40~85), Offensive (65~100), Ultimate (90~100)	Lily

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Glowing Amulet	Wind	255	Cyan Crystal, Refuel Ankh, Long Shaft	0	0	0	72	0	0	0	4	0	0	0	Hero's Power (0~10), Satisfying (0~35), Knight's Power (15~60), Knight's Soul (40~85), Ghost Hunter (65~100), Sage's Knowledge (90~100)	Lily
	Blood Spike	Earth	446	Mysterious Ring, Blood Clay, Spiked Collar	0	0	0	86	25	0	0	6	0	0	0	Flattened (0~10), Knight's Power (0~35), Wise (15~60), Deadly (40~85), Single Feather (65~100), Venomous (90~100)	Lily
	Magic Stone Collar	Wind	847	Stone Charm, White Steel, Sasha Fabric	0	0	0	109	0	27	0	5	0	0	0	Hero's Power (0~10), Sage's Knowledge (0~35), Mech Battler (15~60), Magician's (40~85), Silencing (65~100), Filled with Mana (90~100)	Lily
	Blizzard Lace	Water	527	Sasha Fabric, Veggie Fiber, Glacier Crystal	0	0	0	119	0	0	12	9	0	0	0	Snow Flurry (0~10), Flattened (0~35), Half Concious (15~60), Hero's Soul (40~85), Stop Motion (65~100), Deadly (90~100)	Lily
	Seele Necklace	Earth	581	Brave Symbol, Gold Shaft, Nectar	50	0	0	148	0	0	0	6	0	0	0	Penultimate (0~10), Hero's Power (0~35), Hero's Soul (15~60), Luminous (40~85), Shadowless (65~100), Deity's Knowledge (90~100)	Lily
	Scarf of Darkness	Earth	654	Platinum Cloth, Industrial Waste, Cursed Paper	0	0	0	139	35	0	0	11	0	0	0	Lightspeed (0~10), Sage's Knowledge (0~35), Kill (15~60), Underworld (40~85), Magician's (65~100), Champion's Soul (90~100)	Lily
	Southern Cross	Water	1681	Pearl Ball, Original Charm, Long Bomb Ice	0	0	0	165	28	28	0	8	0	0	0	Unconcious (0~10), Penultimate (33~33), Vague (0~60), Deity's Knowledge (40~85), Champion's Power (65~100), Iceberg (90~100)	Lily
	Flame Claw	Fire	34	Canone Rock, Legien Steel, Polish Powder	0	0	24	0	0	0	0	1	0	0	0	Flame Power (0~10), Ringing (0~35), Fire Power (15~60), Lucky (40~85), Dizzying (65~100), Opportunist (90~100)	Yun
	Beast Fang	Earth	38	Monster Bone, Eiche, Nicro Cloth	0	0	27	0	0	0	0	2	0	0	0	Knight's Power (0~10), Warrior's Soul (0~35), Sharp (15~60), Weightless (40~85), Barbaric (65~100), Single Feather (90~100)	Yun
	Blade Knuckle	Wind	62	Worn Weapon, Little Sword Fish, Ingot	0	0	38	0	0	0	0	5	0	0	0	Top Quality (0~10), Blow (0~35), Heavy (15~60), Painful (40~85), Offensive (65~100), Half Concious (90~100)	Yun
	Viny Glove	Earth	55	Red Steel, Blood Rose, Uni	0	0	32	0	0	0	0	1	0	0	0	Sealing (0~10), Single Feather (0~35), Punicide (15~60), Satisfying (40~85), Double Attack (65~100), Triple Attack (90~100)	Yun
	Stinger	Fire	138	Blue Steel, Bee Stinger, Long Shaft	0	0	50	0	0	0	0	1	0	0	0	Flattened (0~10), Dizzying (0~35), High Quality (15~60), Barbaric (40~85), Elder's Knowledge (65~100), Penetrating (90~100)	Yun
	Metal Cutting Claw	Fire	167	Metal Glass Sheet, Chrome Crystal, Polish Powder	0	0	45	0	0	0	0	6	0	0	0	Knight's Soul (0~10), Double Attack (0~35), Knight's Power (15~60), Mech Battler (40~85), Super Heavy (65~100), Hero's Power (90~100)	Yun
	Poison Needle	Fire	253	Poison Vase, Stinger, FSW	0	0	58	0	0	0	0	1	0	0	0	Opportunist (0~10), Single Feather (0~35), Poisonous (15~60), Beast Master (40~85), Top Quality (65~100), Venomous (90~100)	Yun
	Rising Claw	Earth	346	Alchemy Steel, Sword Fish, Veggie Fiber	0	0	66	0	0	0	0	7	0	0	0	Keen (0~10), Elder's Knowledge (0~35), Barbaric (15~60), Magician's (40~85), Ghost Hunter (65~100), Filled with Mana (90~100)	Yun
	Fiery Fist	Fire	793	Auto Igniter, Dragon Glove, Plosion	0	0	117	42	0	0	0	9	0	0	0	Flattened (0~10), Keen (0~35), Hellfire (15~60), Ultimate (40~85), Filled with Mana (65~100), Cosmic Fire (90~100)	Yun
	Anti-Evil Qatura	Fire	757	Silver Thread, White Steel, Holy Crest Paper	0	0	97	0	0	0	0	3	0	0	0	Champion's Soul (0~10), Demonic (0~35), Demon Bane (15~60), Ghost Hunter (40~85), Keen (65~100), Lightspeed (90~100)	Yun
	Forbidden Claw	Earth	682	Mysterious Ring, Cursed Paper, Soul Cutter	0	0	85	33	0	0	0	2	0	0	0	Silencing (0~10), Raging (0~35), Knight's Power (15~60), Knight's Soul (40~85), Magician's (65~100), Hero's Soul (90~100)	Yun
	Primal Claw	Earth	289	Animal Fur, Rune Stone, Monster Bone	0	0	78	0	0	0	0	8	0	0	0	Shadowless (0~10), Satisfying (0~35), Double Attack (15~60), Dizzying (40~85), Flattened (65~100), Half Concious (90~100)	Yun
	Dragon Twister	Fire	767	Brave Symbol, Dragon Scale, Gold Shaft	0	0	130	0	20	0	10	4	0	0	0	Deadly (0~10), Ultimate (0~35), Dragon Slayer (15~60), Half Concious (40~85), Shadowless (65~100), Masterwork (90~100)	Yun
	Demon's Hand	Fire	1061	Star Crystal, Liquid Metal, Cursed Bone	0	0	149	0	0	0	0	11	3	3	0	Laid Out (0~10), Underworld (0~35), Yokozuna (15~60), Kill (40~85), Keen (65~100), Unconcious (90~100)	Yun

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Calm-Tranquil	Earth	1271	Ancient Meteorite, Mysterious Piece, Forest Dew	0	0	162	0	0	0	0	8	0	0	5	Deity's Knowledge (0~10), Penultimate (27~27), FTL (0~60), Super Restoring (40~85), Deadly (65~100), Champion's Power (90~100)	Yun
	Talisman	Water	40	Piece of Glass, Ingot	0	0	0	34	0	0	0	1	0	0	0	Satisfying (0~10), Top Quality (0~35), Smart (15~60), High Quality (40~85), Scholar's Knowledge (65~100), Wise (90~100)	Puniyo
	Metal Sphere	Earth	87	Red Steel, Hexametal, Carbon Boulder	0	0	0	39	13	0	0	2	0	0	0	Half Concious (0~10), Ringing (0~35), Warrior's Power (15~60), Warrior's Soul (40~85), Elder's Knowledge (65~100), Hero's Soul (90~100)	Puniyo
	White Sphere	Wind	114	Black Liquid, Ivory Horn, Polish Powder	0	0	0	47	12	0	0	2	0	0	0	Vague (0~10), Top Quality (0~35), Tranqulizing (15~60), Smart (40~85), Opportunist (65~100), Wise (90~100)	Puniyo
	Wooden Accessory	Earth	133	Veggie Fiber, Rocky Oak Chip, Mandora Root	30	0	0	47	0	0	0	4	0	0	0	Mana Stalker (0~10), Blow (0~35), Heavy (15~60), Dizzying (40~85), Single Feather (65~100), Half Concious (90~100)	Puniyo
	Cyan Crystal	Water	107	Blue Steel, Chrome Crystal, Clearwater	0	0	0	59	0	0	10	5	0	0	0	Knight's Soul (0~10), Knight's Power (0~35), Punicide (15~60), Elder's Knowledge (40~85), Hail Storm (65~100), Sage's Knowledge (90~100)	Puniyo
	Fruit Gem	Water	912	Sweet Apple, Liquid Metal, Frozen Fruit	0	0	0	145	0	0	0	2	0	0	0	Penultimate (0~10), Magic Pulsing (0~35), Opportunist (15~60), Yokozuna (40~85), Unconcious (65~100), Laid Out (90~100)	Puniyo
	Phantom Orb	Wind	66	Scream of the Dead, Piece of Glass, Stone Heart	0	0	0	73	0	0	0	3	0	0	0	Raging (0~10), Freeze (0~35), Ghost Hunter (15~60), Wise (40~85), Offensive (65~100), Ultimate (90~100)	Puniyo
	Silmaril	Water	248	Gravi Stone, Metal Glass Sheet, Polish Powder	0	0	0	81	23	0	0	6	0	0	0	Hero's Power (0~10), Knight's Soul (0~35), Knight's Power (15~60), Double Attack (40~85), Elder's Knowledge (65~100), Magician's (90~100)	Puniyo
	Silver Egg	Earth	223	Elemia Silver, Black Liquid, Audora's Egg	0	0	0	89	0	0	0	3	0	0	0	Stop Motion (0~10), Mana Stalker (0~35), Super Heavy (15~60), Dizzying (40~85), Flattened (65~100), Half Concious (90~100)	Puniyo
	Glass Charm	Water	361	Rune Stone, Metal Glass Sheet, Veggie Fiber	0	0	0	61	17	0	0	1	0	0	0	Shadowless (0~10), Sealing (0~35), Single Feather (15~60), Satisfying (40~85), Triple Attack (65~100), Opportunist (90~100)	Puniyo
	Alectoria	Earth	866	Dragon Scale, Royal Stone, Mysterious Ring	0	0	0	115	29	0	0	7	0	0	0	Bright (0~10), Silencing (0~35), Demon Bane (15~60), Hero's Soul (40~85), Magician's (65~100), Darkness (90~100)	Puniyo
	Millennium Orb	Water	754	Platinum Cloth, Wake Crystal, Pendelook	0	0	0	136	0	0	14	7	0	0	1	Lightspeed (0~10), Great Power (0~35), Mana Stalker (15~60), Hero's Power (40~85), Sage's Knowledge (65~100), Penultimate (90~100)	Puniyo
	Rainbow Gem	Wind	1078	Fairy Dust, Prism Light, Altena Ingot	0	0	0	154	0	50	0	8	0	1	0	Kill (0~10), Vague (0~35), Raging (15~60), Venomous (40~85), Silencing (65~100), Stop Motion (90~100)	Puniyo
	Hero's Stone	Earth	1417	Jade Tablet, Aroma Material, Symbol of Uroborus	0	77	0	171	0	0	0	10	0	2	0	Champion's Power (0~10), Hero's Soul (0~35), Mech Battler (15~60), Shadowless (40~85), Opportunist (65~100), Filled with Mana (90~100)	Puniyo
	Tie-Families	Water	1744	Big Puniball, Gold Belt, Puniball	50	0	0	162	32	32	0	5	0	0	3	Champion's Soul (0~10), Champion's Power (0~35), Guard (15~60), Mana Shield (40~100), Penultimate (88~88), Deity's Knowledge (90~100)	Puniyo
	Fairy Hammer	Earth	15	Magical Dirt, Uni, Fairy's Parasol	0	0	18	0	0	0	0	1	0	0	0	Magician's (0~10), Top Quality (0~35), Wise (15~60), Lucky (40~85), Heavy (65~100), Opportunist (90~100)	Pepperoni
	Wild Club	Earth	15	Tuft, Eiche	0	0	24	0	0	0	0	5	0	0	0	Half Concious (0~10), Weightless (0~35), Painful (15~60), Blow (40~85), Beast Master (65~100), Flattened (90~100)	Pepperoni
	Ogre Club	Earth	53	Ingot, Polish Powder, Legien Steel	0	0	28	0	0	14	0	1	0	0	0	Super Heavy (0~10), Tranqulizing (0~35), Heavy (15~60), High Quality (40~85), Dizzying (65~100), Ultimate (90~100)	Pepperoni
	Danger Bat	Earth	55	Red Steel, Piece of Glass, Old Screw	0	0	43	0	0	0	0	1	0	0	0	Flattened (0~10), Barbaric (0~35), Blow (15~60), Lucky (40~85), Single Feather (65~100), Opportunist (90~100)	Pepperoni

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Exploding Hammer	Fire	133	Blood Clay, Red Steel, Long Shaft	0	0	48	0	0	0	0	8	0	0	0	Vague (0~10), Top Quality (0~35), Super Heavy (15~60), Dizzying (40~85), Blow (65~100), Half Concious (90~100)	Pepperoni
	Rock Smashing Club	Earth	33	Gear, Eiche, Beast Fant	20	0	34	0	0	0	0	4	0	0	0	Shadowless (0~10), Double Attack (0~35), Weightless (15~60), Stone's Throw (40~85), Satisfying (65~100), Rock Slide (90~100)	Pepperoni
	Golden Left Fist	Earth	98	Shiny Screw, Ogre Club, Steel Lobster	0	0	57	0	0	19	0	4	0	0	0	Hero's Power (0~10), Penetrating (0~35), Warrior's Power (15~60), Scholar's Knowledge (40~85), Offensive (65~100), Sage's Knowledge (90~100)	Pepperoni
	Mega Hammer	Wind	269	Alchemy Steel, Black Liquid, Brownie Hammer	0	0	62	0	0	0	16	2	0	0	0	Silencing (0~10), Dizzying (0~35), Punicide (15~60), Magician's (40~85), Triple Attack (65~100), Filled with Mana (90~100)	Pepperoni
	Destruct-o-Bat	Earth	343	Plosion, Metal Glass Sheet, Le Merou Cog	0	0	71	0	0	0	0	9	0	0	0	Flattened (0~10), Knight's Soul (0~35), Blow (15~60), Satisfying (40~85), Barbaric (65~100), Opportunist (90~100)	Pepperoni
	Natural Hammer	Earth	240	Steel Cedar Bark, Unyu Blood Rose	0	30	124	41	0	0	0	4	0	1	0	Masterwork (0~10), Half Concious (0~35), Keen (15~60), Rock Slide (40~85), Hero's Power (65~100), Power Stones (90~100)	Pepperoni
	Mixed-Up Weapon	Earth	258	Power Pick, Sharkgill, Danger Bat	0	0	83	0	0	0	0	3	0	0	0	Ultimate (0~10), Satisfying (0~35), Mech Battler (15~60), Barbaric (40~85), Penetrating (65~100), Offensive (90~100)	Pepperoni
	Crystal Hammer	Wind	660	Silver Thread, Royal Stone, Gold Shaft	0	0	114	0	0	25	0	12	0	0	0	Filled with Mana (0~10), Great Power (0~35), Ghost Hunter (15~60), Hero's Power (40~85), Ultimate (65~100), Champion's Soul (90~100)	Pepperoni
	Great Fairy Staff	Earth	414	Holy Branch, Sunny Rose, Night Queen	0	50	156	78	0	0	0	6	0	2	0	Deity's Knowledge (0~10), Shadowless (0~35), Mana Stalker (15~60), Opportunist (40~85), Hero's Soul (65~100), Greatlands (90~100)	Pepperoni
	God Fist	Earth	910	Deadly Glove, Star Crystal, Tear of Light	0	0	163	0	0	41	0	14	5	0	0	Champion's Power (0~10), Yokozuna (0~35), Demon Bane (15~60), Kill (40~85), Unconcious (65~100), Laid Out (90~100)	Pepperoni
	Anger-Rage	Fire	954	Ancient Meteorite, Adamant Pillar, Tera Flame	77	0	179	0	0	0	0	10	0	0	3	Deadly (0~10), Penultimate (29~29), Champion's Soul (0~60), Champion's Power (40~85), FTL (65~100), Lightspeed (90~100)	Pepperoni
	Battle Hoop	Wind	23	Beast Fang, Old Screw, Eiche	0	0	16	0	0	0	0	1	0	0	0	Single Feather (0~10), High Quality (0~35), Weightless (15~60), Sharp (40~85), Double Attack (65~100), Magician's (90~100)	Et
	Shuriken	Wind	48	Polish Powder, Legien Steel, Zettel	0	0	21	10	0	0	0	2	0	0	0	Triple Attack (0~10), Painful (0~35), Double Attack (15~60), Poisonous (40~85), Blow (65~100), Venomous (90~100)	Et
	Razor Hoop	Wind	76	Hexametal, Little Sword Fish, Ingot	0	0	25	0	5	5	0	2	0	0	0	Half Concious (0~10), High Quality (0~35), Dizzying (15~60), Satisfying (40~85), Beast Master (65~100), Opportunist (90~100)	Et
	Jagged Hoop	Wind	48	Gear, Joro Spider Web, Polish Powder	0	0	30	15	0	0	0	2	0	0	0	Hero's Soul (0~10), Barbaric (0~35), Warrior's Soul (15~60), Warrior's Power (40~85), Elder's Knowledge (65~100), Hero's Power (90~100)	Et
	Grand Hoop	Earth	43	Bee Stinger, Rocky Oak Chip, Oak Screw	0	0	39	0	8	8	0	3	0	0	0	Flattened (0~10), Tranqulizing (0~35), Heavy (15~60), Scholar's Knowledge (40~85), Offensive (65~100), Sage's Knowledge (90~100)	Et
	Blink Circle	Wind	247	Metal Glass Sheet, Veggie Fiber, Ingot	0	0	46	23	0	0	0	2	0	0	0	Filled with Mana (0~10), Satisfying (0~35), Magician's (15~60), Double Attack (40~85), Single Feather (65~100), Triple Attack (90~100)	Et
	Candy Hula	Wind	102	Conone Crystal, Freeze Drop, Clearwater	0	0	52	26	0	0	0	2	0	0	0	Ultimate (0~10), Freeze (0~35), Top Quality (15~60), Punicide (40~85), Knight's Power (65~100), Half Concious (90~100)	Et
	Ancient Coin	Earth	144	Blood Ink, Magic Clay, Polish Powder	0	0	64	0	13	13	0	1	0	0	0	Yokozuna (0~10), Dizzying (0~35), Super Heavy (15~60), Blow (40~85), Knight's Soul (65~100), Flattened (90~100)	Et
	Twist Ring	Wind	768	Mysterious Ring, Alchemy Steel, Worn Weapon	0	0	86	0	0	0	0	6	0	0	0	Hero's Soul (0~10), Top Quality (0~35), Knight's Soul (15~60), Elder's Knowledge (40~85), Half Concious (65~100), Sage's Knowledge (90~100)	Et
	Anti-Darkness Sun	Fire	931	Liquid Metal, Holy Crest Paper, Blood Ink	0	0	155	52	0	0	0	4	0	3	0	Filled with Mana (0~10), Luminous (0~35), Demon Bane (15~60), Kill (40~85), Keen (65~100), Champion's Soul (90~100)	Et

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Glass Blade	Wind	594	White Steel, Beatiful Scale, Metal Glass Sheet	0	0	109	0	17	17	0	2	0	0	0	Masterwork (0~10), Magician's (0~35), Half Concious (15~60), Flattened (40~85), Hero's Power (65~100), Deadly (90~100)	Et
	Phantom Gear	Wind	717	Silver Thread, Eternal Turnkey Le Merou Cog	0	50	99	0	0	0	0	4	0	1	0	Penultimate (0~10), Vague (0~35), Ghost Hunter (15~60), Silencing (40~85), Sage's Knowledge (65~100), Lightspeed (90~100)	Et
	Shark Hoop	Wind	418	Gold Shaft, Sharkgill, Monster Bone	0	0	79	26	0	0	0	5	0	0	0	Half Concious (0~10), Blow (0~35), Venomous (15~60), Barbaric (40~85), Satisfying (65~100), Great Power (90~100)	Et
	Prisma Disc	Wind	617	Super Pure Water, Star Crystal, Kaleidostone	0	0	143	0	22	22	0	8	0	2	1	Laid Out (0~10), Sage's Knowledge (0~35), Hero's Power (15~60), Hero's Soul (40~85), Ultimate (65~100), Unconcious (90~100)	Et
	Dance-Linde Londe	Wind	1505	Running Wheel, Gold Belt, Clear Fiber	0	0	165	0	0	0	25	5	0	0	4	Deity's Knowledge (0~10), Lightspeed (0~35), Immeasurable (15~60), Penultimate (39~39), Champion's Soul (40~100), Champion's Power (90~100)	Et
	Gauntlet	Wind	19	Legien Steel, Eiche	0	0	22	0	0	0	0	1	0	0	0	Not One Scratch (0~10), Satisfying (0~35), Hard (15~60), Sharp (40~85), Weightless (65~100), Barbaric (90~100)	Enna
	Iron Glove	Earth	41	Ingot, Tuft, Old Screw	0	0	26	0	0	0	0	3	0	0	0	Half Concious (0~10), Sturdy (0~35), Painful (15~60), Ringing (40~85), Warrior's Power (65~100), Flattened (90~100)	Enna
	Giant Gauntlet	Earth	52	Cyprus Copper, Gearbox, Nicro Cloth	0	0	31	16	0	0	0	4	0	0	0	Offensive (0~10), Not One Scratch (0~35), Heavy (15~60), Windy (40~85), Barbaric (65~100), Whirlwind (90~100)	Enna
	Decadent Puncher	Wind	48	Ingot, Blood Rose, Beast Fang	0	0	39	0	0	0	0	2	0	0	0	Sage's Knowledge (0~10), Poisonous (0~35), Scholar's Knowledge (15~60), Lucky (40~85), Double Attack (65~100), Opportunist (90~100)	Enna
	Black Spike	Wind	118	Shiny Screw, Uni Bomb, Black Steel	0	0	51	0	0	0	0	6	0	0	0	Venomous (0~10), Sturdy (0~35), Top Quality (15~60), Knight's Power (40~85), Single Feather (65~100), Hero's Power (90~100)	Enna
	Glove of Tomorrow	Fire	167	Veggie Fiber, FSW, Nicro Cloth	0	0	44	0	0	0	0	2	0	0	0	Barbaric (0~10), Blow (0~35), Magician's (15~60), Double Attack (40~85), Dizzying (65~100), Triple Attack (90~100)	Enna
	Night Glove	Earth	279	Alchemy Steel, Ore Shield, Rocky Oak Chip	0	0	64	0	10	10	0	2	0	0	0	Not One Scratch (0~10), Elder's Knowledge (0~35), Sturdy (15~60), Warrior's Soul (40~85), Tranqulizing (65~100), Hero's Soul (90~100)	Enna
	Aura Guard	Wind	298	Gravi Stone, Scaly Gauntlet, Blue Steel	0	0	76	25	0	0	0	3	0	0	0	Triple Attack (0~10), Top Quality (0~35), Mana Stalker (15~60), Whirlwind (40~85), Knight's Soul (65~100), Tornado (90~100)	Enna
	Deadly Glove	Fire	397	Silver Thread, Sasha Fabric, Blood Ink	0	0	94	0	0	0	0	2	0	0	0	Unconcious (0~10), Laid Out (0~35), Half Concious (15~60), Ultimate (40~85), Kill (65~100), Deadly (90~100)	Enna
	Hand of Glory	Wind	361	Eye of Truth, Shiny Screw, Gearbox	0	0	83	0	0	0	0	8	0	0	0	Half Concious (0~10), Stop Motion (0~35), Dizzying (15~60), Magician's (40~85), Offensive (65~100), Filled with Mana (90~100)	Enna
	Ogre Gauntlet	Earth	419	Fallen Wing, Cursed Bone, Alchemy Steel	0	0	142	0	20	20	0	7	0	0	0	Mana Resist (0~10), Opportunist (0~35), Flattened (15~60), Venomous (40~85), Great Power (65~100), Filled with Mana (90~100)	Enna
	Rocket Glove	Wind	1075	White Steel, Recycle Gear, Eternal Turnkey	0	0	104	0	0	0	20	10	0	0	0	Lightspeed (0~10), Blocking (0~35), Mech Battler (15~60), Keen (40~85), Silencing (65~100), Penultimate (90~100)	Enna
	Platinum Glove	Wind	937	Mana Stone, Platinum Cloth, Clear Fiber	0	0	149	0	0	0	30	6	0	0	2	Divine (0~10), Blocking (0~35), Hero's Soul (15~60), Hero's Power (40~85), Shadowless (65~100), Masterwork (90~100)	Enna
	Prometheus Fist	Fire	1379	Platinum Cloth, Auto Igniter, Tera Flame	0	0	137	46	0	0	0	12	0	2	0	Deity's Knowledge (0~10), Magic Block (0~35), Ghost Hunter (15~60), Cosmic Fire (40~85), Flattened (65~100), Champion's Soul (90~100)	Enna
	Lightning-Viper	Wind	1598	Aroma Material, Voidspark Pipe, Storm Bracelet	50	50	161	0	0	0	0	9	2	1	1	Blessed (0~10), Great Power (0~35), Demon Bane (15~60), Penultimate (66~66), Champion's Power (40~100), Hurricane (90~100)	Enna
	Commercial Ball	Fire	46	Puniball, Water, Zettel	0	0	28	14	0	0	0	1	0	0	0	Barbaric (0~10), Top Quality (0~35), Sharp (15~60), Wise (40~85), Double Attack (65~100), Offensive (90~100)	Goto
	Large Ball	Wind	46	Nicro Cloth, Puniball, Phoenix Feather	0	0	38	19	0	0	0	3	0	0	0	Half Concious (0~10), Blow (0~35), Heavy (15~60), Lucky (40~85), Single Feather (65~100), Opportunist (90~100)	Goto
	Balance Ball	Water	103	Silky Cloth, FSW, Collected Air	0	0	49	25	0	0	0	3	0	0	0	Restoring (0~10), Knight's Power (0~35), Tranqulizing (15~60), Weightless (40~85), Knight's Soul (65~100), Shadowless (90~100)	Goto
	Fluffy Ball	Earth	46	Pleather Cloth, Joro Spider Web, Tuft	0	0	33	0	11	11	0	3	0	0	0	Metal Wall (0~10), Sturdy (0~35), Beast Master (15~60), Scholar's Knowledge (40~85), Magician's (65~100), Sage's Knowledge (90~100)	Goto

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Uni Ball	Fire	48	Rocky Oak Chip, Ingot, Uni	0	0	42	21	0	0	0	6	0	0	0	Venomous (0~10), Double Attack (0~35), Poisonous (15~60), Barbaric (40~85), Satisfying (65~100), Offensive (90~100)	Goto
	Expensive Ball	Wind	496	Sasha Fabric, Veggie Fiber, Gel Rubber Sap	0	0	98	49	0	0	0	5	0	0	0	Champion's Soul (0~10), Sage's Knowledge (0~35), Keen (15~60), Shadowless (40~85), Great Power (65~100), Royal (90~100)	Goto
	Global Sphere	Water	175	Steel Cedar Bark, Magic Ink, Zettel	0	0	106	53	0	0	0	10	0	0	0	Filled with Mana (0~10), Ultimate (0~35), Punicide (15~60), Opportunist (40~85), Laid Out (65~100), Unconcious (90~100)	Goto
	Plasma Ball	Wind	199	Rune Stone, Thunder Crystal, Plasma Jelly	0	0	51	26	0	0	0	7	0	0	0	Flattened (0~10), Elder's Knowledge (0~35), Blow (15~60), Dizzying (40~85), Tornado (65~100), Half Concious (90~100)	Goto
	Night Fever	Fire	401	Alchemy Steel, Metal Glass Sheet, Gearbox	0	0	62	31	0	0	0	3	0	0	0	Triple Attack (0~10), Sealing (0~35), Double Attack (15~60), Elder's Knowledge (40~85), Wise (65~100), Sage's Knowledge (90~100)	Goto
	Fluffy Fuzzy Ball	Wind	208	Knot, Animal Fur, Tuft	0	0	82	41	0	0	0	4	0	0	0	Not One Scratch (0~10), Stop Motion (0~35), High-Speed Healing (15~60), Top Quality (40~85), Single Feather (65~100), Ultimate (90~100)	Goto
	Man Ball	Fire	610	Eternal Turnkey, Black Oil, Hexametal	0	0	75	38	0	0	0	8	0	0	0	Vague (0~10), Satisfying (0~35), Super Heavy (15~60), Knight's Soul (40~85), Hellfire (65~100), Hero's Soul (90~100)	Goto
	Cosmo Drive	Fire	1090	Liquid Metal, Galilean Scope, Plosion	0	0	131	66	0	0	0	10	0	0	3	Deadly (0~10), Half Concious (0~35), Mana Stalker (15~60), Demonic (40~85), Cosmic Fire (65~100), Lightspeed (90~100)	Goto
	Little Earth	Earth	668	Beginning Seed, Original Dirt, Soul Blood	0	0	137	69	0	0	0	6	0	3	0	Divine (0~10), Mana Resist (0~35), Super Restoring (15~60), Yokozuna (40~85), Opportunist (65~100), Masterwork (90~100)	Goto
	Circle-Love Circle	Earth	755	Mysterious Piece, Blue Crystal, Heart Starch	0	0	146	73	0	0	0	8	0	2	2	Champion's Power (0~10), Mana Shield (0~35), Guard (15~60), Penultimate (69~69), Strong Pinch (40~100), Deity's Knowledge (90~100)	Goto

> Armor <

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Iron Plate	Earth	87	Leather Cuirass, Ingot, Mandora Root	0	0	0	0	25	13	0	0	0	0	0	Lively (0~10), Broken Seal (0~35), Powerful (15~60), Hard (40~85), High Quality (65~100), Not One Scratch (90~100)	Raze, Pepperoni, Enna, Goto
	Bronze Plate	Earth	113	Red Steel, Hard Leather, Joro Spider We	0	0	0	0	30	15	0	0	0	0	0	Ultimate (0~10), Anti-Venom (0~35), High Quality (15~60), Hard (40~85), Durable (65~100), Not One Scratch (90~100)	Raze, Pepperoni, Enna, Goto
	Gold Mail	Earth	1631	Gold, Clear Fiber, Gorgeous Leather	0	0	0	0	138	69	0	0	0	0	0	Guard (0~10), Full of Life (0~35), Golden Wall (15~60), Ultimate (40~85), Atomic Time (65~100), Divine (90~100)	Raze, Pepperoni, Goto
	Van Guard	Wind	351	Steel Coat, Iron Plate	0	0	0	0	61	31	0	0	0	0	0	Wall (0~10), Metal Wall (0~35), Blocking (15~60), Sturdy (40~85), Protected (65~100), Not One Scratch (90~100)	Raze, Pepperoni, Goto
	Bone Mail	Earth	100	Monster Bone, Leather Cuirass, Soul Blood	0	0	0	0	42	21	0	0	0	0	0	Shadowless (0~10), Magic Emitting (0~35), Single Feather (15~60), Charmed (40~85), Relieving (65~100), Dampener (90~100)	Raze, Pepperoni, Goto
	Crown Breast	Wind	862	Brave Symbol, White Steel, Bronze Plate	0	0	0	0	112	56	0	0	0	0	0	Forbidden Power (0~10), Supernatural (0~35), Caffeinated (15~60), Strong Pinch (40~85), Mana Resist (65~100), Mana Shield (90~100)	Raze, Pepperoni, Goto
	Undead Uniform	Earth	233	Cursed Bone, Scream of the Dead, Bone Mail	0	0	0	0	103	52	0	0	0	0	0	Blessed (0~10), Caffeinated (0~35), Anti-Venom (15~60), High-Speed Healing (40~85), Indomitable Guts (65~100), Super Restoring (90~100)	Raze, Pepperoni, Goto
	Marine Plate	Water	771	Liquid Metal, Beautiful Scale, Armor Cloak	0	0	0	0	112	56	0	0	0	0	0	Revival Magician's (0~10), Wisenheiming (0~35), Shadowless (15~60), Dampener (40~85), Forbidden Power (65~100), Water Barrier (90~100)	Raze, Pepperoni, Goto
	Sea Roar Armor	Water	581	Ancient Meteorite, Adamant Pillar, Clear Fiber	0	0	0	0	138	69	0	0	0	0	0	Supernatural (0~10), Forbidden Power (0~35), Guard (15~60), Mana Shield (40~85), Blessed (65~100), Divine (90~100)	Raze, Pepperoni, Goto
	Primal Mail	Earth	524	Original Dirt, Rune Amber, Worn Armor	0	0	0	0	141	71	0	0	0	0	0	Breaking Limit (0~10), Lightspeed (0~35), Divine (15~60), Mana Resist (40~85), Super Restoring (65~100), Full of Life (90~100)	Raze, Pepperoni, Goto
	Cloth Coat	Wind	48	Nicro Cloth, Zettel	0	0	0	0	12	11	0	0	0	0	0	Nimble (0~10), Calming (0~35), Powerful (15~60), Hard (40~85), Weightless (65~100), Blocking (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Leather Cuirass	Wind	51	Pleather Cloth, Tuft, Zettel	0	0	0	0	17	15	0	0	0	0	0	Shadowless (0~10), Durable (0~35), Weightless (15~60), Hard (40~85), Quiet (65~100), Protected (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Wood Plate	Earth	41	Eiche, Nicro Cloth, Unknown Root	0	0	0	0	19	17	0	0	0	0	0	Dampener (0~10), High Quality (0~35), Skeptic (15~60), Anti-Venom (40~85), Metal Wall (65~100), Restoring (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Rock Scale	Earth	73	Rocky Oak Chip, Blue Steel, Stone Heart	0	0	0	0	35	31	0	0	0	0	0	Lively (0~10), Protected (0~35), Durable (15~60), Sturdy (40~85), Blocking (65~100), Not One Scratch (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Pumpkin Mail	Wind	59	Pumpotatokin, Joro Spider Web, Preservative	0	0	0	11	43	38	0	0	0	0	0	Magic Pulsing (0~10), Restoring (0~35), Magic Aura (15~60), Calming (40~85), Top Quality (65~100), Energetic (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Steel Coat	Earth	258	Red Steel, Armor Cloak, Steel Lobster	0	0	0	0	24	21	0	0	0	0	0	Strong Willed (0~10), Gutsy (0~35), Anti-Venom (15~60), Metal Wall (40~85), Sturdy (65~100), Blessed (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Hard Leather	Wind	64	Leather Cuirass, Preservative, Old Screw	0	0	0	0	28	25	0	0	0	0	0	Ultimate (0~10), Nimble (0~35), High Quality (15~60), Spirited (40~85), Sturdy (65~100), Superhuman-Like (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Silver Cuirass	Earth	1413	Holy Crest Paper, Altena Ingot, Holy Guard	0	0	0	18	72	72	0	0	0	0	0	Mana Shield (0~10), Doctor (0~35), Anti-Venom (15~60), Charmed (40~85), Magic Pulsing (65~100), Dampener (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Rainbow Chain Mail	Wind	336	Silver Thread, Kaleidostone, Living Chain	0	0	0	21	82	82	0	0	0	0	0	Concentrating (0~10), Energetic (0~35), Top Quality (15~60), Durable (40~85), Not One Scratch (65~100), Lively (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Pumpking Armor	Earth	937	Emerald 'Tatokin, Platinum Cloth, Clear Fiber	0	0	0	28	113	113	0	0	0	0	0	Divine (0~10), Mana Resist (0~35), Atomic Time (15~60), Blessed (40~85), Super Restoring (65~100), Guard (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Gorgeous Leather	Earth	237	Animal Fur, Tuft, Chrome Crystal	0	0	0	15	61	61	0	0	0	0	0	Shadowless (0~10), Advice (0~35), Single Feather (15~60), Capable (40~85), Blast Processing (65~100), Superhuman-Like (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Element Coat	Fire	467	Yubana Water, Sasha Fabric, Gibate Ankh	0	0	0	15	61	61	0	0	0	0	0	Magic Pulsing (0~10), Relieving (0~35), Magic Emitting (15~60), Charmed (40~85), Magic Block (65~100), Dampener (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Beast Leather	Earth	345	Beast Skin, Dragon Bone, Animal Fur	0	0	0	30	118	107	0	0	0	0	0	FTL (0~10), Immeasurable (0~35), Lightspeed (15~60), Divine (40~85), Superhuman-Like (65~100), Full of Life (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Dragon Wing Cloth	Fire	812	Dragon Band, Dragon BDU, Dragon Wing	0	0	0	29	115	115	0	0	1	1	1	Mana Shield (0~10), Mana Resist (0~35), Supernatural (15~60), Super Restoring (40~85), Indomitable Guts (65~100), Breaking Limit (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Forest Spirit Armor	Earth	665	Holy Branch, Forest Dew, Beast Leather	0	0	0	0	112	118	30	0	0	0	3	Lightspeed (0~10), Forbidden Power (0~35), Strong Willed (15~60), FTL (40~85), Wisenheiming (65~100), Immeasurable (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Holy Chain	Wind	1584	Holy Symbol, Starry Chain, Holy Crest Paper	0	0	0	36	108	122	0	0	0	0	0	Light Barrier (0~10), Mana Resist (0~35), Supernatural (15~60), Forbidden Power (40~85), Wisenheiming (65~100), Revival Magician's (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna, Goto
	Male Uniform	Wind	35	Tuft, Nicro Cloth	12	0	0	0	12	12	0	0	0	0	0	Not One Scratch (0~10), Calming (0~35), Hard (15~60), Powerful (40~85), Magic Aura (65~100), Lively (90~100)	Raze, Yun, Pepperoni, Enna
	Altered Uniform M	Earth	58	Old Screw, Nicro Cloth, Zettel	0	0	6.5	6.5	13	13	0	0	0	0	0	Lively (0~10), Mind Calming (0~35), Powerful (15~60), Hard (40~85), Weightless (65~100), Not One Scratch (90~100)	Raze, Yun, Pepperoni, Enna
	Eastern Uniform	Water	67	Joro Spider Web, Nicro Cloth, Magic Ink	0	0	8.5	0	17	17	0	3	0	0	0	Strong Pinch (0~10), Strong Willed (0~35), Metal Wall (15~60), Gutsy (40~85), Powerful (65~100), Super Gutsy (90~100)	Raze, Yun, Pepperoni, Enna
	Eastern White	Water	166	Silky Cloth, Feather Charm, Blood Rose	0	0	16	0	31	31	8	5	0	0	0	Blast Processing (0~10), Prompt (0~35), Promptly (15~60), Single Feather (40~85), Magic Emitting (65~100), Shadowless (90~100)	Raze, Yun, Pepperoni, Enna
	Gangster	Fire	318	Knot, Black Belt, Eastern Uniform	0	0	27	0	53	53	0	7	0	0	0	Ultimate (0~10), Golden Wall (0~35), Top Quality (15~60), Super Gutsy (40~85), Protected (65~100), Indomitable Guts (90~100)	Raze, Yun, Pepperoni, Enna
	King Style	Wind	512	Crown of Thorns, Royal Stone, Eastern White	39	0	0	0	78	78	0	0	0	0	0	Guard (0~10), Divine (0~35), Wall (15~60), Wall of Light (40~85), Mana Resist (65~100), Mana Shield (90~100)	Raze, Yun, Pepperoni, Enna
	Man Uniform	Fire	945	Man Ball, Willpower Headband, Eastern Uniform	0	0	43	0	85	85	0	10	0	0	0	Breaking Limit (0~10), Blessed (0~35), Not One Scratch (15~60), Lively (40~85), Indomitable Guts (65~100), Strong Pinch (90~100)	Raze, Yun, Pepperoni, Enna

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	SC Uniform M	Earth	102	Phoenix Feather, Eastern Uniform, Zettel	0	26	0	0	26	26	0	0	0	0	0	Concentrating (0~10), Magic Aura (0~35), Mind Calming (15~60), High Quality (40~85), Nimble (65~100), Ultimate (90~100)	Raze, Yun, Pepperoni, Enna
	Drama Prince	Wind	101	Altered Uniform M, Piece of Glass, Nicro Cloth	0	0	5	5	25	25	5	0	0	0	0	Blocking (0~10), Sturdy (0~35), Powerful (15~60), Calming (40~85), Charmed (65~100), Magic Block (90~100)	Raze, Yun, Pepperoni, Enna
	Full Custom	Earth	191	Shny Screw, Le Merou Cog, Altered Uniform M	11	11	0	0	33	33	0	0	0	0	0	Magic Pulsing (0~10), Nurse's (0~35), Strong Willed (15~60), Anti-Venom (40~85), Protected (65~100), Metal Wall (90~100)	Raze, Yun, Pepperoni, Enna
	Female Uniform	Wind	55	Huffin, Nicro Cloth, Zettel	0	0	6	6	12	12	0	0	0	0	0	Doctor (0~10), Magic Aura (0~35), Healing (15~60), Skeptic (40~85), Hard (65~100), Dampener (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Altered Uniform F	Earth	42	Blue Petal, Nicro Cloth, Taun	0	13	0	0	13	13	0	0	0	0	0	Magic Pulsing (0~10), Mind Calming (0~35), Magic Aura (15~60), Hard (40~85), Charmed (65~100), Not One Scratch (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Long Uniform	Water	53	Pleather Cloth, Tuft, Zettel	0	0	0	11	22	22	0	0	0	0	0	Magic Block (0~10), Nurse's (0~35), Anti-Venom (15~60), Spirited (40~85), Top Quality (65~100), Superhuman-Like (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Bad Girl	Earth	94	Silky Cloth, Blood Rose, Long Shaft	0	0	0	15	29	29	7	0	0	0	0	Blocking (0~10), Sturdy (0~35), Metal Wall (15~60), Gutsy (40~85), Quiet (65~100), Super Gutsy (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Maiden	Water	218	Follower's Shoes, Long Uniform, Joro Spider Web	0	0	0	33	33	33	0	0	0	0	0	Doctor (0~10), Magic Emitting (0~35), Nurse's (15~60), Relieving (40~85), Strong Willed (65~100), Concentrating (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Heaven's Silk	Wind	401	Veggie Fiber, Nano Feather, Silky Cloth	0	0	18	0	53	53	18	0	0	0	0	Energetic (0~10), Single Feather (0~35), Broken Seal (15~60), Prompt (40~85), Promptly (65~100), Ultra Speed (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	SC Uniform F	Earth	164	Feather Charm, Female Uniform, Zettel	0	26	0	0	26	26	0	0	0	0	0	Magic Pulsing (0~10), Quiet (0~35), Magic Aura (15~60), High Quality (40~85), Weightless (65~100), Ultimate (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Athletic Uniform	Wind	35	Tuft, Nicro Cloth	0	0	0	0	13	13	13	0	0	0	0	Promptly (0~10), Restoring (0~35), Powerful (15~60), Weightless (40~85), Nimble (65~100), Shadowless (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Legendary Chairman	Earth	324	Eye of Truth, Silky Cloth, Long Uniform	0	0	10	10	50	50	10	0	0	0	0	Protected (0~10), Top Quality (0~35), Advice (15~60), Strong Willed (40~85), Atomic Time (65~100), Strong Pinch (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Retro-Cute Sailor	Earth	1265	Sasha Fabric, Long Uniform, Yubana Flower	0	0	23	23	69	69	23	0	0	0	0	Doctor (0~10), Super Restoring (0~35), Dampener (15~60), Energetic (40~85), Ultimate (65~100), Supernatural (90~100)	Ulrika, Chloe, Lily, Puniyo, Et
	Dragon BDU	Wind	219	Dragon Scale, Worn Armor, Armor Cloak	0	0	0	0	68	68	0	0	2	0	0	Superhuman-Like (0~10), Not One Scratch (0~35), Dampener (15~60), Ultimate (40~85), Magic Pulsing (65~100), Concentrating (90~100)	Raze, Chloe, Lily, Pepperoni, Et, Enna
	Sea BDU	Water	339	Pearl Ball, Ancient Meteorite, King Crab	0	0	0	0	110	110	0	0	0	1	1	Iceberg (0~10), FTL (0~35), Lightspeed (15~60), Supernatural (40~85), Immeasurable (65~100), Water Barrier (90~100)	Raze, Chloe, Lily, Pepperoni, Et, Enna
	Sun BDU	Fire	1235	Star Crystal, Platinum Cloth, Jewel Armor	0	0	0	0	91	91	0	5	0	0	0	Cosmic Fire (0~10), Super Restoring (0~35), Doctor (15~60), Lively (40~85), Indomitable Guts (65~100), Fire Barrier (90~100)	Raze, Chloe, Lily, Pepperoni, Et, Enna
	Armor Cloak	Earth	68	Ingot, Joro Spider Web, Nicro Cloth	0	0	0	0	20	20	0	0	0	0	0	Magic Block (0~10), Sturdy (0~35), Skeptic (15~60), Hard (40~85), Protected (65~100), Blocking (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Feather Flow	Wind	521	Nano Feather, Steel Coat, Phoenix Feather	0	0	0	0	41	41	0	0	0	0	1	Prompt (0~10), Atomic Time (0~35), Nimble (15~60), Single Feather (40~85), Promptly (65~100), Shadowless (90~100)	Ulrika, Chloe, Lily, Et
	Angel Cloth	Wind	1434	Archangel Wings, Altena Ingot, Feather Flow	0	0	0	0	84	84	0	0	0	0	2	Revival Magician's (0~10), Ultra Speed (0~35), FTL (15~60), Energetic (40~85), Dampener (65~100), Mana Shield (90~100)	Ulrika, Chloe, Lily, Et
	Jewel Armor	Earth	330	Silver Thread, Royal Stone, Worn Armor	0	0	0	0	68	68	0	0	0	0	0	Dampener (0~10), Magic Pulsing (0~35), Advice (15~60), Not One Scratch (40~85), Wall (65~100), Blessed (90~100)	Raze, Pepperoni, Enna
	Crystal Mail	Water	169	Blue Steel, Chrome Crystal, Hard Leather	0	0	0	0	35	35	0	0	0	0	0	Dampener (0~10), Magic Emitting (0~35), Charmed (15~60), Sturdy (40~85), Blocking (65~100), Protected (90~100)	Raze, Pepperoni, Enna

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Little Fairy Wear	Earth	42	Eicheloa, Tuft, Nicro Cloth	0	0	0	0	16	13	0	0	0	0	0	Lively (0~10), Hard (0~35), Powerful (15~60), Stone's Throw (40~85), Hard (65~100), Rock Slide (90~100)	Pepperoni, Goto
	Black Fairy Wear	Earth	76	Black Powder, Magic Ink, Pleather Cloth	0	0	0	0	28	26	0	0	0	0	0	Energetic (0~10), Promptly (0~35), Calming (15~60), Weightless (40~85), Nimble (65~100), Shadowless (90~100)	Pepperoni, Goto
	Fur Vest	Earth	314	Brown Groundwater, Joro Spider Web, Animal Fur	0	0	0	0	71	51	0	0	0	0	0	Protected (0~10), Capable (0~35), Strong Willed (15~60), Sturdy (40~85), Metal Wall (65~100), Not One Scratch (90~100)	Raze, Ulrika, Yun, Pepperoni, Et, Enna
	Fiery Fighting Suit	Fire	68	Magic Ink, Nicro Cloth, Canone Rock	0	0	0	9	18	19	0	0	0	0	0	Protected (0~10), Calming (0~35), Skeptic (15~60), Weightless (40~85), Hard (65~100), Shadowless (90~100)	Ulrika, Yun, Pepperoni, Enna
	Running Shadow Vest	Wind	173	Black Liquid, Silky Cloth, Black Powder	0	0	0	23	46	44	0	0	0	0	1	Shadowless (0~10), Blocking (0~35), Single Feather (15~60), Nimble (40~85), Promptly (65~100), Ultra Speed (90~100)	Ulrika, Yun, Pepperoni, Enna
	Flare Jacket	Water	205	Sasha Fabric, Gel Rubber Sap, Hexametal	0	0	0	33	65	47	0	0	0	0	0	Concentrating (0~10), Golden Wall (0~35), Relieving (15~60), Top Quality (40~85), Protected (65~100), Ultimate (90~100)	Ulrika, Yun, Pepperoni, Enna
	Silver Threads	Wind	583	Silver Thread, Nicro Cloth, Tuft	0	0	0	0	66	80	0	0	0	0	0	Caffeinated (0~10), Wall of Light (0~35), Broken Seal (15~60), Dampener (40~85), Energetic (65~100), Ultimate (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Resist Clothes	Wind	536	Clear Fiber, Holy Crest Paper, Rune Stone	0	0	0	0	70	111	0	0	0	0	0	Mana Shield (0~10), Water Barrier (0~35), Energetic (15~60), Lively (40~85), Fire Barrier (65~100), Mana Resist (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Fiber Skin	Water	182	Veggie Fiber, Silky Cloth, Mandora Root	0	0	0	0	39	37	0	0	0	0	0	Lively (0~10), Sturdy (0~35), Durable (15~60), Quiet (40~85), Charmed (65~100), Energetic (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Opti Cloak	Water	836	Platinum Cloth, Blonde Root, Prism Light	0	0	0	0	94	88	0	0	0	0	0	Divine (0~10), Full of Life (0~35), Atomic Time (15~60), Shadowless (40~85), FTL (65~100), Guard (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Floral Coat	Wind	88	Aroma Bottle, Huffin, Cloth Coat	0	0	0	0	41	49	0	0	0	0	0	Energetic (0~10), Magic Emitting (0~35), Strong Willed (15~60), Relieving (40~85), Nurse's (65~100), Concentrating (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Poisonous Coat	Earth	250	Night Queen, Poison Vase, Armor Cloak	0	0	0	0	91	97	0	0	0	0	0	Wisenheiming (0~10), Mana Resist (0~35), Anti-Venom (15~60), Super Poisonous (40~85), Divine (65~100), Superhuman-Like (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Chimera Skin	Earth	318	Beast Skin, Fallen Wing, Wild Meat	0	0	0	0	113	101	0	0	10	0	0	Full of Life (0~10), Super Restoring (0~35), Shadowless (15~60), Not One Scratch (40~85), Guard (65~100), Golden Wall (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Mana-eurism Coat	Wind	1521	Mysterious Piece, Mana-eurism Core, Opti Cloak	0	0	0	0	128	128	0	0	0	3	0	Supernatural (0~10), Revival Magician's (0~35), FTL (15~60), Immeasurable (40~85), Mana Shield (65~100), Mana Resist (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Godly Chain Robe	Earth	1781	Holy Chain, Blessed Robe, Dragon Wing	0	0	0	0	122	138	46	0	0	0	3	Divine (0~10), Mana Resist (0~35), Forbidden Power (15~60), Wisenheiming (40~85), Lightspeed (65~100), Immeasurable (90~100)	Raze, Ulrika, Chloe, Lily, Yun, Pepperoni, Et, Enna
	Raven Cape	Wind	68	Magic Ink, Nicro Cloth, Taun	0	0	0	0	14	28	0	0	0	0	0	Dampener (0~10), Nimble (0~35), Skeptic (15~60), Weightless (40~85), Promptly (65~100), Shadowless (90~100)	Chloe, Lily, Puniyo, Goto
	Arabesque Stole	Earth	43	Hard Leather, Clearwater, Mandora Root	0	0	0	0	20	40	0	0	0	0	0	Superhuman-Like (0~10), Magic Emitting (0~35), Spirited (15~60), Hard (40~85), Relieving (65~100), Not One Scratch (90~100)	Chloe, Lily, Puniyo, Goto
	La Matador	Fire	179	Blood Ink, Silky Cloth, Blood Rose	0	0	0	0	31	61	0	0	0	0	0	Mana Shield (0~10), Broken Seal (0~35), Magic Block (15~60), Blocking (40~85), Sturdy (65~100), Guard (90~100)	Chloe, Lily, Puniyo, Goto
	Aurora Curtain	Wind	1212	Liquid Metal, Misty Curtain, Nano Feather	0	0	0	0	59	117	0	0	0	0	0	Mana Shield (0~10), Dampener (0~35), Ultimate (15~60), Doctor (40~85), Concentrating (65~100), Magic Pulsing (90~100)	Chloe, Lily, Puniyo, Goto
	Alchemy Robe	Earth	846	Silver Thread, Mysterious Ring, Raven Cape	0	0	0	0	47	94	0	0	0	0	0	Dampener (0~10), Concentrating (0~35), Advice (15~60), Strong Willed (40~85), Magic Pulsing (65~100), Energetic (90~100)	Chloe, Lily, Puniyo, Goto
	Saint's Garb	Wind	1201	Eternal Water, Holy Symbol, Silky Cloth	0	0	0	0	78	156	0	0	0	5	0	Light Barrier (0~10), Forbidden Power (0~35), Mana Resist (15~60), Super Restoring (40~85), Revival Magician's (65~100), Breaking Limit (90~100)	Chloe, Lily, Puniyo, Goto
	Blessed Robe	Earth	705	Happy Rope, Blonde Root, Sasha Fabric	0	0	0	0	47	94	0	0	0	2	0	Blessed (0~10), Doctor (0~35), Concentrating (15~60), Ultimate (40~85), Energetic (65~100), Dampener (90~100)	Chloe, Lily, Puniyo, Goto
	Bloody Magic Robe	Fire	703	Platinum Cloth, Cursed Bone, Blood Ink	0	0	0	0	59	117	0	0	0	1	1	Kill (0~10), Magician's (0~35), Caffeinated (15~60), Strong Willed (40~85), Raging (65~100), Forbidden Power (90~100)	Chloe, Lily, Puniyo, Goto

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects	Char
	Dancing Water Cape	Water	504	Fiber Skin, Gel Rubber Sap, Clear Stream Moss	0	0	0	0	31	61	0	0	0	2	0	Snow Flurry (0~10), Charmed (0~35), Water Power (15~60), Restoring (40~85), Capable (65~100), Water Barrier (90~100)	Chloe, Lily, Puniyo, Goto
	Eternal Cape	Water	1187	Super Pure Water, Star Crystal, Liquid Metal	0	0	0	0	63	126	0	0	0	2	2	Indomitable Guts (0~10), Mana Shield (0~35), Atomic Time (15~60), Super Restoring (40~85), Energetic (65~100), Wisenheiming (90~100)	Chloe, Lily, Puniyo, Goto
	Steel Tights	Earth	155	Joro Spider Web, Red Steel, Hexametal	0	0	0	0	33	24	0	0	0	0	0	Dampener (0~10), Quiet (0~35), Charmed (15~60), Hard (40~85), Durable (65~100), Not One Scratch (90~100)	Pepperoni, Goto
	Rubber Suit	Fire	314	Gold Shaft, Metal Glass Sheet, Gel Rubber Sap	0	0	0	0	61	34	0	0	0	0	0	Dampener (0~10), Protected (0~35), Charmed (15~60), Promptly (40~85), Prompt (65~100), Blast Processing (90~100)	Pepperoni, Goto
	Meteorite Tights	Fire	1061	Ancient Meteorite, Liquid Metal, Clear Fiber	0	0	0	0	184	77	0	0	0	0	3	Forbidden Power (0~10), Wisenheiming (0~35), Blessed (15~60), Mana Resist (40~85), Super Restoring (65~100), Greatlands (90~100)	Pepperoni, Goto
	Maid Costume	Water	77	Joro Spider Web, Maid Torque, Zettel	0	0	0	0	22	22	0	0	0	0	0	Concentrating (0~10), Magic Emitting (0~35), Mind Calming (15~60), Skeptic (40~85), Restoring (65~100), Dampener (90~100)	Ulrika, Chloe, Lily, Et
	Cat Ear Maid Dress	Earth	199	Feather Flow, Kitty Ears, Puppy Paw Gloves	0	0	0	0	46	46	0	0	0	0	0	Prompt (0~10), Top Quality (0~35), Nimble (15~60), Single Feather (40~85), Blast Processing (65~100), Shadowless (90~100)	Ulrika, Chloe, Lily, Et
	Gothic Dress	Earth	530	Silver Cotton, Rune Stone, Magic Ink	0	0	0	0	69	69	0	0	0	0	0	Energetic (0~10), Mana Shield (0~35), Superhuman-Like (15~60), Caffeinated (40~85), Guard (65~100), Lively (90~100)	Ulrika, Chloe, Lily, Et
	Hand Crafted Suit	Earth	50	Pleather Cloth, Unknown Root, Zettel	12	12	0	0	24	24	0	0	0	0	0	Ultimate (0~10), Single Feather (0~35), High Quality (15~60), Spirited (40~85), Protected (65~100), Superhuman-Like (90~100)	Puniyo, Goto
	Kobold Suit	Earth	82	Silky Cloth, Mandora Root, Tuft	0	0	11	11	32	32	11	0	0	0	0	Golden Wall (0~10), Anti-Venom (0~35), Advice (15~60), Restoring (40~85), Magic Emitting (65~100), Super Restoring (90~100)	Puniyo, Goto
	Fairy Doll	Earth	91	Joro Spider Web, Puniball, nicro Cloth	14	14	0	0	28	28	0	0	0	0	0	Ultimate (0~10), Broken Seal (0~35), Advice (15~60), Promptly (40~85), Single Feather (65~100), Blast Processing (90~100)	Puniyo, Goto
	Puni Suit	Water	100	Silky Cloth, Gel Rubber Sap, Puniball	0	0	11	11	34	34	11	0	0	0	0	Strong Pinch (0~10), Strong Willed (0~35), Advice (15~60), Gutsy (40~85), Blocking (65~100), Indomitable Guts (90~100)	Puniyo, Goto
	Best Costume	Earth	551	Snow Bug Silk, Blonde Root, Silver Cotton	43	43	0	0	65	65	0	0	0	0	0	Shadowless (0~10), Dampener (0~35), Advice (15~60), Lively (40~85), Energetic (65~100), Ultimate (90~100)	Puniyo, Goto
	Moon Trench	Wind	1582	Mana-eurism Coat, Aroma Material, Twilight Berry	0	0	0	0	140	132	0	0	3	3	3	FTL (0~10), Penultimate (37~37), Supernatural (0~60), Full of Life (40~85), Atomic Time (65~100), Immeasurable (90~100)	Raze
	Stardust Guardia	Fire	1058	Star Crystal, Tear of Light, Gothic Dress	0	0	0	0	132	140	0	50	0	0	0	Super Restoring (0~10), Penultimate (28~28), Wisenheiming (0~60), Magic Pulsing (40~85), Revival Magician's (65~100), Mana Shield (90~100)	Ulrika
	Holy Witch Cloak	Earth	1398	Holy Symbol, Bloody Magic Robe, Ghost Hat	0	0	0	0	109	163	0	0	0	5	0	Forbidden Power (0~10), Light Barrier (0~35), Supernatural (15~60), Doctor (40~85), Wisenheiming (65~100), Penultimate (92~92)	Chloe
	Peacock Dress	Water	1476	Rainbow Feather, Platinum Cloth, Velvet Cord	0	0	0	0	116	157	0	0	0	3	2	Guard (0~10), Divine (0~35), Lightspeed (15~60), Ultra Speed (40~100), Penultimate (84~84), Wisenheiming (90~100)	Lily
	Fiery Martial Suit	Fire	1260	Plosion, Black Oil, Fiery Fighting Suit	0	0	0	0	124	149	0	10	0	2	2	FTL (0~10), Supernatural (0~35), Mana Resist (15~60), Penultimate (63~63), Fire Barrier (40~100), Lightspeed (90~100)	Yun
	Puni King Crown	Water	1396	Original Dirt, Gold, Adamant Pillar	0	0	0	0	157	116	0	5	3	1	0	Full of Life (0~10), Penultimate (11~11), Strong Pinch (0~60), Wisenheiming (40~85), Forbidden Power (65~100), Iceberg (90~100)	Puniyo
	Rainbow Fairy Costume	Earth	1447	Meteorite Tights, Dunkelhite, Prism Light	0	0	0	0	149	124	0	0	3	1	1	Penultimate (7~7), Full of Life (0~35), Golden Wall (15~60), Lightspeed (40~85), Immeasurable (65~100), FTL (90~100)	Pepperoni
	Parade Star	Wind	1169	Fairy Dust, Feather Flow, Nano Feather	0	0	0	0	145	127	0	0	1	1	3	Immeasurable (0~10), Divine (0~60), Penultimate (27~27), Supernatural (40~85), Lightspeed (65~100), FTL (90~100)	Et
	Full Metal Plate	Wind	1071	Ancient Meteorite, Dragon Wing Cloth, Rune Amber	0	0	0	0	165	107	0	0	2	1	2	Breaking Limit (0~10), Blessed (0~35), Golden Wall (15~60), Indomitable Guts (40~85), Guard (65~100), Penultimate (87~87)	Enna
	Wild Style	Earth	1171	Beast Skin, Shiny Mustache, Fluffy Ball	0	0	0	0	137	135	0	0	5	0	0	Mana Shield (0~10), Guard (0~35), Blessed (15~60), Super Restoring (40~100), Penultimate (69~69), Revival Magician's (90~100)	Goto

> Accessories <

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects
	Flame Ring	Fire	64	Polish Powder, Flame, Canone Rock	0	0	4	0	0	0	0	0	0	0	0	Flame Power (0~10), Sloppy (11~40), Flame Gaze (0~79), Flare Rain (60~89), Fire Power (80~100), Hellwave (90~100)
	Ice Ring	Water	65	Bomb Ice, Glacier Stone, Polish Powder	0	0	0	4	0	0	0	0	0	0	0	Hail Storm (0~10), Sloppy (11~40), Ice Storm (0~79), Ice Rain (60~89), Water Power (80~100), Ice Volley (90~100)
	Wind Ring	Wind	107	Lightining Rod, Thunder Stone, Polish Powder	0	0	0	0	0	0	4	0	0	0	0	Whirlwind (0~10), Sloppy (11~40), Lightning (0~79), Thunder Rain (60~89), Windy (80~100), Plasma Ray (90~100)
	Soil Ring	Earth	115	Long Shaft, Hexametal, Carbon Boulder	0	0	0	0	5	5	0	0	0	0	0	Rock Slide (0~10), Sloppy (11~40), Healing (0~79), Stonehenge (60~89), Stone's Throw (80~100), Grand Ray (90~100)
	Scorching Bracelet	Fire	431	Auto Ignier, Canone Crystal, Long Shaft	0	0	8	0	0	0	0	0	0	0	0	Hellfire (0~10), Exquisite (11~40), Hellwave (0~79), Flare Rain (60~89), Flame Power (80~100), Teraflame (90~100)
	Snow Storm Bracelet	Water	872	Long Bomb Ice, Clacier Crystal, Long Shaft	0	0	0	8	0	0	0	0	0	0	0	Snow Flurry (0~10), Exquisite (11~40), Ice Volley (0~79), Ice Rain (60~89), Hail Storm (80~100), Blizzard (90~100)
	Storm Bracelet	Wind	749	Mysterious Ring, Thunder Crystal, Gnardi Rnig	0	0	0	0	0	0	15	0	0	0	0	Tornado (0~10), Exquisite (11~40), Plasma Ray (0~79), Thunder Rain (60~89), Whirlwind (80~100), Vortex (90~100)
	Earth Bracelet	Earth	341	Elemia Silver, Gravi Stone, Metal Glass Sheet	0	0	0	0	10	10	0	0	0	0	0	Power Stones (0~10), Exquisite (11~40), Grand Ray (0~79), Stonehenge (60~89), Rock Slide (80~100), Calamity (90~100)
	Puppy Paw Gloves	Earth	44	Bitter Grape, Tuft, Nicro Cloth	8	0	0	0	5	0	0	0	0	0	0	Cure (0~19), Sloppy (20~40), Healing (0~79), Exquisite (60~89), Refresh (80~100), Fine Tune (90~100)
	Wild Gloves	Earth	175	Animal Fur, Kittynip, Beast Fang	0	0	5	0	0	0	5	0	0	0	0	Ice Rain (0~19), Cure (20~40), Megaheal (0~79), Boost (60~89), Silent (80~100), Fine Tune (90~100)
	Stone Charm	Wind	137	Monster bone, Rune Amber, Long Shaft	0	0	0	0	0	0	0	0	0	0	0	Seele (0~19), Boost (20~40), Megaheal (0~79), Flare Rain (60~89), Curse (80~100), Hellwave (90~100)
	Symbol of Uroborus	Earth	199	Dragon Scale, Ancient Pond, Magical Dirt	0	0	0	25	0	20	0	0	0	0	0	Darkness Soul (0~19), Nightmare (20~40), Bite Hell (0~79), Light Sphere (60~89), Heaven's Gate (80~100), Light Fall (90~100)
	Metal Gauntlet	Earth	50	Ingot, Polish Powder, Eiche	0	0	0	0	10	0	0	5	0	0	0	Stonehenge (0~19), Sloppy (20~40), Flame Gaze (0~79), Exquisite (60~89), Lightning (80~100), Fine Tune (90~100)
	Megingjorz	Fire	47	Pleather Cloth, Joro Spider Web, Mandora Root	0	0	15	0	0	0	0	20	0	0	0	Boost (0~19), Sloppy (20~40), Stonehenge (0~79), Exquisite (60~89), Flame Gaze (80~100), Fine Tune (90~100)
	Rock Shield	Earth	54	Magic Clay, Rocky Oak Chip, Ingot	0	0	0	0	15	0	0	0	0	0	0	Silent (0~19), Sloppy (20~40), Stone's Throw (0~79), Exquisite (60~89), Rock Slide (80~100), Fine Tune (90~100)
	Ore Shield	Earth	88	Blood Clay, Chrome Crystal, Black Steel	0	0	0	0	25	0	0	0	0	0	0	Nightmare (0~19), Curse (20~40), Darkness (0~79), Exquisite (60~89), Bite Hell (80~100), Fine Tune (90~100)
	Holy Guard	Wind	1069	Altena Ingot, Steel Cedar Bark, Gold Shaft	0	0	0	0	0	30	0	0	0	0	0	Light Fall (0~19), Bright (20~40), Seele (0~79), Fine Tune (60~89), Refresh (80~100), Heaven's Gate (90~100)
	Gargol Plate	Wind	143	Metal Glass Sheet, Clearwater, Polish Powder	0	0	0	0	0	15	0	0	0	0	0	Silent (0~19), Curse (20~40), Flame Gaze (0~79), Exquisite (60~89), Lightning (80~100), Thunder Rain (90~100)
	Archangel Wings	Wind	529	Nano Feather, Knot, Holy Crest Paper	0	0	0	0	0	0	15	0	0	0	4	Teraheal (0~19), Fine Tune (20~40), Refresh (0~79), Megaheal (60~89), Bright (80~100), Heal All (90~100)
	Fallen Wing	Wind	153	Black Feather, Cursed Paper, Soul Blood	0	0	0	5	0	0	10	0	0	0	3	Heaven's Gate (0~19), Slowly (20~40), Demonic (0~79), Darkness Soul (60~89), Slowly (80~100), Choke (90~100)
	Scaly Gauntlet	Water	124	Beautfil Scale, Metal Gauntlet, Little Sword Fish	0	0	0	5	0	10	0	0	0	1	0	Hail Storm (0~19), Ice Volley (20~40), Ice Rain (0~79), Water Power (60~89), Fine Tune (80~100), Slowly (90~100)

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects
	Dragon Glove	Fire	341	Dragon Scale, Wild Gloves, Hexametal	25	25	5	5	0	0	0	0	0	0	0	Demonic (0~19), Teraflame (20~40), Grand Ray (0~79), Fine Tune (60~89), Boost (80~100), Masterful (90~100)
	Aroma Material	Earth	566	Original Dirt, Cursed Bone, Salt	0	0	0	0	0	0	0	0	0	5	0	Super Restoring (0~19), Boost (20~40), Refresh (0~79), Seele (60~89), Teraheal (80~100), Heal All (90~100)
	Toad Mouth	Earth	61	Chrome Crystal, Nicro Cloth, Brownie Mask	0	0	0	0	0	0	0	5	1	0	0	Nightmare (0~19), Silent (20~40), Money Saver's (0~79), Cure (60~89), Wealthy Person's (80~100), Megaheal (90~100)
	Philosopher's Hand	Earth	40	Magic Clay, Puniball, Beast Fang	0	0	0	0	0	20	0	0	0	0	0	Light Sphere (0~19), Ice Storm (20~40), Flame Gaze (0~79), Lightning (60~89), Stonehenge (80~100), Bite Hell (90~100)
	Alchemist's Hand	Fire	756	Eternal Water, Original Dirt, Alraune Root	0	0	0	10	0	0	0	0	0	3	0	Slowly (0~19), Blizzard (20~40), Teraflame (0~79), Vortex (60~89), Calamity (80~100), Summon Meteor (90~100)
	Black Belt	Fire	161	Black Oil, Veggie Fiber, Carbon Boulder	0	0	10	0	0	0	0	0	0	0	2	Fine Tune (0~19), Exquisite (20~40), Flame Gaze (0~79), Healing (60~89), Boost (80~100), Grand Ray (90~100)
	Gold Belt	Earth	1544	Gold, Super Pure Water, Clear Fiber	0	0	25	0	0	0	0	0	0	0	5	Masterful (0~19), Calamity (20~40), Vortex (0~79), Slowly (60~89), Luminous (80~100), Heaven's Rebel (90~100)
	Feather Charm	Wind	84	Long Shaft, Phoenix Feather, Joro Spider Web	0	0	0	0	0	0	0	0	0	0	2	Light Sphere (0~19), Silent (20~40), Cure (0~79), Windy (60~89), Ice Storm (80~100), Whirlwind (90~100)
	Nano Feather	Wind	251	Feather Charm, Elumeluchiruchiru, Glowing White Sand	0	0	0	0	0	0	0	0	0	0	4	Refresh (0~19), Exquisite (20~40), Seele (0~79), Whirlwind (60~89), Thunder Rain (80~100), Tornado (90~100)
	Kitty Ears	Earth	84	Tuft, Joro Spider Web, Long Shaft	0	10	0	0	0	0	10	0	0	0	0	Cure (0~19), Sloppy (20~40), Healing (0~79), Flame Gaze (60~89), Flare Rain (80~100), Fine Tune (90~100)
	Bunny Ears	Wind	198	Tuft, Kittynip, Long Shaft	0	20	0	0	0	0	15	0	0	0	0	Refresh (0~19), Sloppy (20~40), Megaheal (0~79), Thunder Rain (60~89), Ice Volley (80~100), Fine Tune (90~100)
	Tiger Ears	Fire	521	Beast Skin, Gold Shaft, Magic Ink	50	0	10	0	0	0	0	0	10	0	0	Seele (0~19), Fine Tune (20~40), Teraheal (0~79), Light Fall (60~89), Vortex (80~100), Masterful (90~100)
	Flying Fish Boots	Water	102	Beautiful Scale, Gel Ribber Sap, Pleather Cloth	0	20	0	0	10	10	0	0	0	0	0	Megaheal (0~19), Ice Rain (20~40), Ice Storm (0~79), Fine Tune (60~89), Hail Storm (80~100), Masterful (90~100)
	Quick Feet Shoes	Wind	881	Nectar, Silky Cloth, Joro Spider Web	0	30	0	0	0	0	15	0	0	0	0	Hellwave (0~19), Healing (20~40), Plasma Ray (0~79), Fine Tune (60~89), Flare Rain (80~100), Masterful (90~100)
	Mana-eurism Ring	Wind	884	Mana-eurism Core, Alchemy Steel, Black Liquid	0	0	0	20	0	30	0	0	0	3	6	Darkness Soul (0~19), Underworld (20~40), Slowly (0~79), Light Fall (60~89), Luminous (80~100), Heaven's Rebel (90~100)
	Willpower Headband	Fire	234	Blood Ink, Nectar, Silky Cloth	0	0	0	0	0	0	0	10	5	0	0	Grand Ray (0~19), Exquisite (20~40), Bite Hell (0~79), Curse (60~89), Fine Tune (80~100), Slowly (90~100)
	Quick Shifter	Wind	1023	Super Pure Water, Platinum Cloth, Archangel Wings	0	0	0	0	0	0	30	0	0	0	8	Heaven's Gate (0~19), Light Fall (20~40), Slowly (0~79), Fine Tune (60~89), Heal All (80~100), Masterful (90~100)
	Scapegoat Doll	Earth	150	Cursed Bone, Cursed Paper, Mandora Root	30	0	0	0	15	15	0	0	0	0	0	Teraheal (0~19), Exquisite (20~40), Blizzard (0~79), Nightmare (60~89), Darkness (80~100), Choke (90~100)
	Twilight Morion	Earth	680	Wake Crystal, Poison Vase, Blood Clay	0	0	0	8	0	15	0	0	0	2	0	Darkness Soul (0~19), Hellwave (20~40), Bite Hell (0~79), Blizzard (60~89), Underworld (80~100), Nightmare (90~100)
	Crown of Thorns	Fire	171	Blonde Root, Preservative, Blood Rose	0	0	0	0	0	0	0	5	2	2	2	Snow Flurry (0~19), Hellfire (20~40), Tornado (0~79), Power Stones (60~89), Fine Tune (80~100), Demonic (90~100)
	Flonne's Charm	Wind	67	Magic Ink, Ivory Horn, Zettel	0	20	0	0	0	20	0	0	0	0	0	Refresh (0~19), Sloppy (20~40), Light Sphere (0~79), Lightning (60~89), Exquisite (80~100), Light Fall (90~100)
	Refuel Ankh	Water	83	Chrome Crystal, Polish Powder, Heal Jar	20	0	0	0	10	0	0	0	0	0	0	Seele (0~19), Cure (20~40), Healing (0~79), Boost (60~89), Bright (80~100), Megaheal (90~100)

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects
	Gibate Ankh	Fire	258	Elemia Silver, Glowing White Sand, Black Liquid	0	0	0	0	0	30	0	0	0	0	0	Plasma Ray (0~19), Ice Volley (20~40), Hellwave (0~79), Grand Ray (60~89), Bite Hell (80~100), Heaven's Gate (90~100)
	Original Charm	Earth	751	Ancient Meteorite, Original Dirt, Cracked Fossil	0	0	5	5	15	15	0	0	0	0	0	Choke (0~19), Summon Meteor (20~40), Grand Ray (0~79), Fine Tune (60~89), Calamity (80~100), Greatlands (90~100)
	Warm Knit	Earth	332	Brownie Mask, Sasha Fabric, Animal Fur	20	0	0	0	20	0	0	0	0	0	0	Refresh (0~19), Sloppy (20~40), Megaheal (0~79), Stonehenge (60~89), Fine Tune (80~100), Light Fall (90~100)
	Lively Bouquet	Water	22	Huffin, Unknown Root, Water	10	5	0	0	0	0	0	0	2	0	0	Rock Slide (0~19), Boost (20~40), Healing (0~79), Stone's Throw (60~89), Cure (80~100), Seele (90~100)
	Prism Light	Water	216	Kaleidostone, Metal Glass Sheet, Polish Powder	0	0	0	0	0	0	0	0	0	0	0	Heaven's Gate (0~19), Bright (20~40), Light Fall (0~79), Refresh (60~89), Teraheal (80~100), Luminous (90~100)
	Wake Crystal	Wind	417	Prism Light, Clear Fiber, Scream of the Dead	0	0	0	10	0	0	0	0	0	1	0	Teraflame (0~19), Fine Tune (20~40), Nightmare (0~79), Lightning (60~89), Vortex (80~100), Calamity (90~100)
	Wake Potpourri	Wind	47	Blood Rose, FSW, Huffin	0	0	0	0	0	25	0	5	3	0	0	Bite Hell (0~19), Boost (20~40), Cure (0~79), Silent (60~89), Curse (80~100), Nightmare (90~100)
	Jar of Genuk	Water	60	Audora's Egg, Clear Stream Moss, FSW	0	20	0	5	0	10	0	0	0	1	0	Ice Volley (0~19), Ice Rain (20~40), Ice Storm (0~79), Water Power (60~89), Exquisite (80~100), Hail Storm (90~100)
	Reflect Whistle	Water	86	Flonne's Charm, Collected Air, Swirly Shell	0	30	0	0	0	20	0	0	0	0	0	Hellwave (0~19), Sloppy (20~40), Silent (0~79), Ice Storm (60~89), Fine Tune (80~100), Choke (90~100)
	Aroma Bottle	Wind	30	Blood Rose, Wild Meat, Huffin	20	0	0	0	0	0	0	0	2	0	0	Light Sphere (0~19), Healing (20~40), Boost (0~79), Exquisite (60~89), Seele (80~100), Megaheal (90~100)
	Cure Bottle	Wind	220	Never Freeze, Yubana Flower, Cure Jar	0	40	0	0	0	0	0	0	4	0	0	Slowly (0~19), Seele (20~40), Silent (0~79), Cure (60~89), Refresh (80~100), Choke (90~100)
	Rune Stone	Fire	136	Black Liquid, Rune Amber, Cyprus Copper	15	15	0	0	10	10	0	0	0	0	0	Grand Ray (0~19), Ice Rain (20~40), Flare Rain (0~79), Thunder Rain (60~89), Megaheal (80~100), Fine Tune (90~100)
	Gravi Stone	Earth	113	Eye of Truth, Brown Groundwater, Gravity Stone	0	0	0	5	0	15	15	0	0	0	4	Exquisite (0~19), Sloppy (20~40), Rock Slide (0~79), Stonehenge (60~89), Power Stones (80~100), Grand Ray (90~100)
	Gnardi Ring	Fire	121	Monster Bone, Long Shaft, Ingot	0	0	20	0	0	0	0	0	0	0	0	Lightning (0~19), Sloppy (20~40), Boost (0~79), Exquisite (60~89), Light Sphere (80~100), Fine Tune (90~100)
	Wild Ring	Fire	21	Beast Fang, Wild Meat, Eiche	20	0	5	0	10	0	0	0	0	0	0	Boost (0~19), Sloppy (20~40), Stonehenge (0~79), Exquisite (60~89), Silent (80~100), Bite Hell (90~100)
	Cursed Ring	Earth	421	Cursed Bone, Gold Shaft, Soul Blood	0	0	0	15	0	25	0	0	0	0	0	Choke (0~19), Nightmare (20~40), Curse (0~79), Bite Hell (60~89), Underworld (80~100), Darkness Soul (90~100)
	Dragon Band	Fire	537	Dragon Bone, Dragon Horn, Dragon Scale	0	0	0	0	20	20	10	0	0	0	5	Blizzard (0~19), Iceberg (20~40), Slowly (0~79), Heaven's Rebel (60~89), Cosmic Fire (80~100), Teraflame (90~100)
	Brave Symbol	Earth	313	Tear of Light, Fairy Dust, Stone Heart	50	0	5	0	10	0	0	5	0	0	0	Summon Meteor (0~19), Choke (20~40), Light Fall (0~79), Blizzard (60~89), Calamity (80~100), Masterful (90~100)
	Holy Symbol	Water	673	Blue Crystal, Holy Branch, Magic Clay	0	0	0	0	0	50	0	0	0	2	0	Heaven's Gate (0~19), Fine Tune (20~40), Light Fall (0~79), Seele (60~89), Heal All (80~100), Heaven's Rebel (90~100)
	Dark Symbol	Wind	148	Cursed Bone, Scream of the Dead, Blood Clay	0	40	0	10	0	0	0	0	0	2	0	Masterful (0~19), Curse (20~40), Choke (0~79), Underworld (60~89), Bite Hell (80~100), Darkness Soul (90~100)
	Forest Shoes	Earth	439	Adamant Pillar, Dunkelhite, Blonde Root	75	0	0	0	0	0	0	25	0	0	0	Masterful (0~19), Heal All (20~40), Teraheal (0~79), Grand Ray (60~89), Calamity (80~100), Greatlands (90~100)

Image	Name	Elem	Price	Recipe	HP	SP	ATT	MGK	DEF	RES	SPD	Stun	StunRec	SpRec	ActRec	Ether Effects
	Wheel of Time	Wind	674	Eternal Turnkey, Gearbox, Rusted Gear	0	20	0	0	0	0	10	0	0	3	2	Slowly (0~19), Fine Tune (20~40), Choke (0~79), Plasma Ray (60~89), Tornado (80~100), Vortex (90~100)
	Running Wheel	Wind	718	Pearl Ball, Time Stone Plate, Voldspark Pipe	0	0	0	0	0	0	25	0	0	0	7	Calamity (0~19), Masterful (20~40), Teraflame (0~79), Hurricane (60~89), Vortex (80~100), Summon Meteor (90~100)
	Siren Boots	Wind	66	Gel Rubber Sap, Preservative, Eiche	0	0	0	5	0	0	10	0	0	0	3	Ice Storm (0~19), Sloppy (20~40), Silent (0~79), Fire Power (60~89), Thunder Rain (80~100), Plasma Ray (90~100)
	Follower's Shoes	Water	140	Nectar, Silky Cloth, Joro Spider Web	0	10	0	5	0	15	0	0	0	1	0	Refresh (0~19), Cure (20~40), Healing (0~79), Bright (60~89), Light Sphere (80~100), Megaheal (90~100)
	Pure Eye	Wind	1098	Mysterious Ring, Eye of Truth, Gold Shaft	0	0	0	0	15	15	0	0	0	3	0	Seele (0~19), Refresh (20~40), Megaheal (0~79), Fine Tune (60~89), Bright (80~100), Light Fall (90~100)
	Un-Glass	Earth	259	Dark Symbol, Ancient Pond, Monster Bone	0	0	10	10	0	0	0	0	0	0	5	Slowly (0~19), Nightmare (20~40), Choke (0~79), Masterful (60~89), Luminous (80~100), Darkness Soul (90~100)
	Magic Incense	Fire	88	Kittynip, Magic Clay, Rocky Oak Chip	0	0	0	10	0	0	0	0	0	1	0	Plasma Ray (0~19), Sloppy (20~40), Flare Rain (0~79), Fine Tune (60~89), Ice Volley (80~100), Masterful (90~100)
	Morning Lamp	Fire	166	Fish Boat, Golden Herb, FSW	30	0	5	0	5	0	0	0	0	2	0	Megaheal (0~19), Seele (20~40), Light Sphere (0~79), Bright (60~89), Fine Tune (80~100), Heaven's Gate (90~100)
	Night Lamp	Fire	357	Night Queen, Black Feather, Royal Stone	0	30	0	5	0	5	0	0	0	2	0	Darkness Soul (0~19), Slowly (20~40), Nightmare (0~79), Underworld (60~89), Curse (80~100), Fine Tune (90~100)
	Phantom Ring	Wind	689	Beginning Seed, Star Crystal, Gnardi Ring	0	0	0	30	0	0	0	0	0	0	0	Heal All (0~19), Masterful (20~40), Heaven's Gate (0~79), Heaven's Rebel (60~89), Teraheal (80~100), Summon Meteor (90~100)
	Promised Ring	Earth	573	Royal Stone, Gold Shaft, Heart Starch	30	30	0	0	0	0	0	25	5	0	0	Blizzard (0~19), Boost (20~40), Teraheal (0~79), Demonic (60~89), Fine Tune (80~100), Teraflame (90~100)

> Key Items <

Image	Name	Description
	Glowing Ring	A mysterious ring given by a mysterios man. Concentrate to form a glowing sword. It won't come off for some reason.
	Maiden's Tear Bomb	A handcrafted tear gas bomb. Use it and any beautiful girl will turn into a mess with tears and a runny nose.

Image	Name	Description
	Wings of Icarus	A magical pendant given to every student. It will instantly return you to campus when used at any time.

> Ether Effects <

Name	Description
Acidic	Inflicts additional damage
Advice	Slightly increases the obtained AP at end of battle
Amateur Hour	Decreases the power of an item by 25%
Anti-Venom	Nulls poison abnormality
Aroma	Apply Resistance to Fire, Water and Wind
Artistic	(Elementary Effect)
Atomic Time	Nulls slow abnormality

Name	Description
Awkward	Decreases sale value by 25%
Bad Smell	Recovers from sleep and curse abnormalities
Barbaric	Increases physical attack by 5
Beast Master	Lets you inflict 150% of normal damage to Beasts
Beautiful	Restores HP
Beautiful Laugh	(Elementary Effect)
Beginner's Job	Decreases sale value by 25%

Name	Description
Big	Broadens effective range, decreases the effect by 20%
Bite Hell	Summons a demon from darkness to deal damage
Bitter	Decreases the target's magic offense by 20%
Blast-Processing	15% chance to decrease WT by half after an action
Blessed	Increases defense by 15
Blizzard	A blizzard deals great damage.
Blocking	Nulls physical element attack 10% of the time
Blow	Decreases the enemy's speed during standard attacks
Boost	Increases Magical and Physical attack (6 turns)
Breaking Limit	Increases maximum HP and SP by 30
Breezy	Turns element to wind
Bright	Increases light element damage by 5%
Broken Seal	Nulls seal abnormality
Cackle	(Elementary Effect)
Caffeinated	Nulls any attacks that causes unconsciousness
Calamity	A natural disaster causes great damage + knockback
Calming	Increases maximum HP by 10
Calming Scent	Greatly recovers SP
Capable	Increases maximum HP and SP by 10
Caressing Scent	Greatly recovers HP
Cavity Causing	Decreases the target's magic defense by 20%
Champion's Soul	Decreases special skill SP consumption by 25%
Champions Power	Increases damage inflicted by a special skill by 15%
Charmed	Increases magical defense by 5
Cheap	Decreases sale value by 10%
Choke	Strong shockwave that deals damage and causes seal
Chuckle	(Elementary Effect)
Cold	Turns element to water
Concentrated	Effective to single target, increase effect by 50%
Concentrating	Decreases common skill SP consumption by 20%
Cool	(Elementary Effect)
Cosmic Fire	Increases fire element damage by 20%
Cracked	(Elementary Effect)
Creepy Laugh	(Elementary Effect)
Crude	Decreases the power of an item by 25%
Cure	Cures poison abnormality
Curse	Inflicts the curse abnormality upon an enemy
Cursing	Inflicts curse abnormality at a great rate
Damp	Inflicts additional special damage
Dampener	Increases magical defense by 10
Darkness	Increases dark element damage by 5%

Name	Description
Darkness Soul	Summons a royal demon to deal great damage
Deadly	Extremely increases critical rate of standard attacks
Defective	Decreases sale value by 50%
Deity's Knowledge	Increases the power of a special skill by 33%
Delicious	Increases effect by 20%
Demon Bane	Lets you inflict 150% of normal damage to Demons
Demonic	Increases light and dark element damage by 10%
Difficult	Greatly increases the time needed to use the item
Diffusing	Broadens effective range, decreases the effect by 33%
Distorted	Decreases sale value by 15%
Divine	Increases physical defense by 20
Dizzying	Increases knock out rate of standard attacks
Doctor	Greatly increases critical rate of recover skills
Double Attack	Increases standard attack count by 1 (Max. 5 times)
Dragon Killing	(Elementary Effect)
Dragon Slayer	Lets you inflict 150% of normal damage to Dragons
Dry	(Elementary Effect)
Durable	Increases maximum HP by 20
Easy to Use	Slightly shortens the time needed to use the item
Elder's Knowledge	Increases the power of a special skill by 10%
Energetic	Increases maximum SP by 30
Energizing	Increases the target's physical offense by 20%
Expensive	Increases sale value by 10%
Exploding	Delays Enemy's action
Exquisite	Increases item stats by 10%
Extra Pure	(Elementary Effect)
Extravagent	(Elementary Effect)
Extremely Small	Greatly shortens the time needed for using the item
Extremely Spicy	Inflicts additional great damage
Faded	Decreases sale value by 50%
Filled with Mana	Increases magic attack by 20
Fine Tune	Increases item stats by 15%
Fire Barrier	Nulls water elemental attacks
Fire Power	Increases fire element damage by 5%
Flame Gaze	Fire pillar deal light damage
Flame Power	Increases fire element damage by 10%
Flare Rain	Raining fireballs deal damage (3 time cards)
Flattened	Greatly decreases enemy speed during standard attacks
Flavorful	Increases the target's magic offense by 20%
Fluffy	Automatically restores HP
Forbidden Power	Increases the power of common skills by 25%

Name	Description
Freeze	Slows enemy from standard attack at a low rate
FTL	20% chance to decrease WT by half after an action
Full of Life	Increases maximum HP by 50
Gentle Scent	Recovers HP
Ghost Hustler	Lets you inflict 150% of normal damage to Ghosts
Glowing	Increases the power of an item by 25%
Go To Sleep	Inflicts sleep abnormality at a good rate
Golden	Revival, restores a small amount of HP
Golden Wall	Decreases damage to 10%
Grand Ray	Flying rocks deal medium damage
Great Power	Increases offense by 15
Greatlands	Increases earth element damage by 20%
Green	Recovers from the poison abornomality
Guard	Nulls physical element attack 20% of the time
Gutsy	Low rate of avoiding KO'd when HP goes below 0
Hail Storm	Increases water element damage by 10%
Half Conscious	Greatly increases knock out rate of standard attacks
Hard	Nulls physical attacks at a certain rate
Hard (Weapon & Armor)	Increases physical defense by 3
Hard to Eat	Greatly increases the time needed to use the item
Hard to Use	Increases the time needed to use the item
Hateful	Curses enemy with standard attack at a low rate
Hating	Inflicts curse abnormality at a good rate
Heal All	Heals all party members for some HP
Healing	Heals a single party member for a little HP
Healing (Action)	Slightly increase critical rate of recover skills
Heaven's Gate	Light elemental attack that reduces HP by a set %
Heaven's Rebel	Growing light deals great damage
Heavy	Increases physical attack by 10, -5 Speed
Hellfire	Increases fire element damage by 15%
Hellwave	Fiery flames do medium damage
Hero's Power	Increases damage inflicted by a special skill by 10%
Hero's Soul	Decreases special skill SP consumption by 20%
High Quality	Increases item stats by 10%
High-Speed	Shortens the time needed for actions
High-Speed healing	Auto-restores a fair amount of hp on your turn
Holy	Nulls Abnormalities
Hot	Inflicts additional damage
Hurricane	Increases wind element damage by 20%
Hypnotic	Inflicts sleep abnormality at a great rate
Ice Rain	An Ice Rain is released dealing light damage

Name	Description
Ice Storm	An Ice Storm is released dealing medium damage
Ice Volley	An Ice Volley is released dealing heavy damage
Iceberg	Increases water element damage by 20%
Immeasurable	Shortens the time needed for all actions by 15%
Improper	Decreases the power of an item by 33%
Impure	Decreases the power of an item by 33%
Incomparable	Increases sale value by 25%
Indomitable Guts	Great rate of avoiding KO'd when HP goes below 0
Instant	Shortens the time needed to use the item
Keen	Increases physical attack by 10
Kill	Prevents enemy from fighting at a good rate
Knight's Power	Increases damage inflicted by a special skill by 7%
Knight's Soul	Decreases special skill SP consumption by 15%
Laid Out	Extremely decrease enemy speed during standard attack
Lethargic	Inflicts slow abnormality at a great rate
Light Barrier	Nulls dark elemental attacks
Light Fall	Raining light from the sky deals medium damage
Light Sphere	Expanding light deals light damage
Lightning	Lightning strike deals light damage
Lightspeed	Increases speed by 15
Lively	Increases maximum HP by 30
Low-Class	Decreases sale value by 15%
Lucky	Slightly increases critical rate of standard attacks
Luminous	Increases light element damage by 10%
Magic Aura	Increases the power of common skills by 10%
Magic Block	Nulls magic element attack 10% of the time
Magic Emitting	Increases the power of common skills by 15%
Magic Pulsing	Increases the power of common skills by 20%
Magic Stealing	Decreases the target's magic offense by 20%
Magician's	Increases magic attack by 10
Mana Resist	Increases magical defense by 20
Mana Shield	Nulls magic element attack 20% of the time
Mana Stalker	Lets you inflict 150% of normal damage to Manas
Masterful	Increases item stats by 20%
Masterful (Item)	Increases the power of an item by 25%
Masterwork	Increases physical attack by 20
Mech Battler	Lets you inflict 150% of normal damage to Mechanical
Medium	Effective to single target, increase effect by 20%
Megaheal	Heals a single party member for some HP
Metal Melting	Decreases the target's physical defense by 20%
Metal Wall	Decreases damage to 25%

Name	Description
Mind Calming	Decreases common skill SP consumption by 10%
Money Saver's	Slightly increases amount of money obtained from battle
Nice to Touch	(Elementary Effect)
Nightmare	Summons evil spirits to deal large damage
Nimble	Shortens the time needed for all actions by 5%
Not one scratch	Increases physical defense by 10
Nurse's	Increases critical rate of recover skills
Offensive	Increases offense by 10
Opportunist	Greatly increases critical rate of standard attacks
Out of Style	(Elementary Effect)
Oversized	Broadens effective range, decreases the effect by 33%
Painful	Slightly increases knock out rate of standard attacks
Penetrating	Prevents enemy from fighting at a low rate
Penultimate	Increases item stats by 33%
Plain	(Elementary Effect)
Plasma Ray	An electric flash deals medium damage
Poisonous	Poisons enemy from standard attack at a low rate
Poisonous (Item)	Inflicts poison abnormality at a good rate
Power Stealing	Decreases the target's physical offense by 20%
Power Stones	Increases earth element damage by 15%
Powerful	Increases maximum HP by 10
Precise	(Elementary Effect)
Prompt	Shortens the time needed for all actions by 7%
Promptly	10% chance to decrease WT by half after an action
Protected	Increases defense by 10
Punicide	Lets you inflict 150% of normal damage to Puni's
Purest	(Elementary Effect)
Purple	Recovers from sleep and curse abnormalities
Quiet	Increases maximum SP by 20
Raging	Curses enemy with standard attack at a good rate
Rainbow	Recovers from all abnormalities
Rare	Broadens effective range, decreases the effect by 33%
Refresh	Cures all status abnormalities
Relieving	Decreases common skill SP consumption by 15%
Restoring	Auto-restores a small amount of HP on your turn
Revival Magician's	Extremely increases critical rate of recover skills
Rich	Increases effect by 10%
Ringing	Slightly decreases enemy speed during standard attack
Rock Slide	Increases earth element damage by 10%
Rocky	Turns element to earth
Rotten	Decreases the power of an item by 50%

Name	Description
Rough	(Elementary Effect)
Royal	Increases sale value by 50%
Sage's Knowledge	Increases the power of a special skill by 20%
Salty	Decreases the target's physical defense by 10%
Satisfying	Increases the critical rate of standard attacks
Savory	Increases the target's physical defense by 20%
Scholar's Knowledge	Increases the power of a special skill by 5%
Sealing	Seals the enemy with standard attack at a low rate
Sealing (Item)	Inflicts seal abnormality at a great rate
Seele	Recovers a single party member from KO
Shadow Binding	Inflicts slow abnormality at a good rate
Shadowless	Increases speed by 8
Sharp	Increases physical attack by 3
Shimmer	Increases the power of an item by 50%
Shiny	(Elementary Effect)
Shriveled	Decreases sale value by 10%
Silencer	Inflicts seal abnormality at a good rate
Silencing	Seals the enemy with standard attack at a good rate
Silent	Inflicts the seal abnormality upon an enemy
Single Feather	Increases speed by 5
Size of a Hair	(Elementary Effect)
Skeptic	Increases magical defense by 3
Skilled	Increases the power of an item by 33%
Sloppily Made	(Elementary Effect)
Sloppy	Slightly decreases equipment performance
Slowly	Inflicts the slow abnormality upon an enemy
Sludgy	(Elementary Effect)
Small	Shortens the time needed for using the item
Smart	Increases magic attack by 3
Smirkless Laugh	(Elementary Effect)
Smooth	(Elementary Effect)
Snow Flurry	Increases water element damage by 15%
Soft	(Elementary Effect)
Soothing Scent	Recovers SP
Sour	Decreases the target's physical attack by 10%
Specific	Increases the target's magic defense by 20%
Spicy	Inflicts additional damage
Spirited	Increases maximum HP and SP by 5
Sticky	Decreases the power of an item by 25%
Stimulating	Revives Life, Restores a small amount of HP
Stinky	Decreases the target's physical offense by 20%

Name	Description
Stone's Throw	Increases earth element damage by 5%
Stonehenge	Rising Ground deals light damage
Stop Motion	Slows enemy from standard attack at a good rate
Strong Pinch	Evasion rate increases as HP decreases
Strong Willed	Nulls sleep and curse abnormalities
Stuck	(Elementary Effect)
Stuffed	High chance of putting you to sleep
Sturdy	Increases physical defense by 5
Summon Meteor	Place meteor time spheres that deal super damage
Super Gutsy	Good rate of avoiding KO'd when HP goes below 0
Super Heavy	Increases physical attack by 20, -10 Speed
Super Poisonous	Inflicts poison abnormality at a great rate
Super Restoring	Automatically restores HP on your turn
Super Sweet	Decreases the target's physical defense by 20%
Super Thick	(Elementary Effect)
Superhuman-Like	Increases maximum HP and SP by 20
Supernatural	Increases maximum SP by 50
Sweet	Slightly recovers HP
Sweet Scent	Slightly recovers HP
Tangy	Slightly recovers SP
Tasteless	(Elementary Effect)
Teraflame	Huge explosion does great damage
Teraheal	Heals a single party member for a lot of HP
Terrible	Decreases the power of an item by 50%
Thick	Increases effect by 25%
Thin	(Elementary Effect)
Thunder Rain	Releases balls of lightning and deals large damage
Top-Class	Increases sale value by 15%
Top Quality	Increases item stats by 15%
Tornado	Increases wind element damage by 15%
Total Package	Increases the power of an item by 50%
Tranquilizing	Puts enemy to sleep with standard attack at low rate
Translucent	Increases the power of an item by 33%
Triple Attack	Increases standard attack count by 2 (Max. 5 times)
Twitter	(Elementary Effect)
Ultimate	Increases item stats by 25%
Ultimate Taste	(Elementary Effect)
Ultra Speed	Shortens the time needed for all actions by 10%
Unappetizing	Decreases effect by 20%
Unbalanced	(Elementary Effect)

Name	Description
Unconscious	Extremely increases knock out rate of standard attack
Underworld	Increases dark element damage by 10%
Useful	(Elementary Effect)
Vague	Puts enemy to sleep with standard attack at good rate
Venomous	Poisons enemy from standard attack at a good rate
Vortex	Lightning storm deals great damage
Wall	Nulls physical element attack 15% of the time
Wall of Light	Nulls magic element attack 15% of the time
Warrior's Power	Increases damage inflicted by a special skill by 5%
Warrior's Soul	Decreases special skill SP consumption by 10%
Water Barrier	Nulls fire elemental attacks
Water Power	Increases water element damage by 5%
Watered Down	Decreases effect by 10%
Wealthy Person's	Greatly increases amount of money obtained from battle
Weightless	Increases speed by 3
Well Done	Increases effect by 10%
Well-Made	Increases the power of an item by 25%
Whirlwind	Increases wind element damage by 10%
Will Weakening	Decreases the target's magic defense by 20%
Windy	Increases wind element damage by 5%
Wise	Increases magic attack by 5
Wisenhelming	Decreases common skill SP consumption by 25%
Worthless	Decreases sale value by 50%
Yokozuna	Increases physical attack by 30, -15 Speed